MEGA MAN

ロックマン・メガミックス

MEGAMIX

BOOK 2

STORY AND ART BY:

HITOSHI ARIGA

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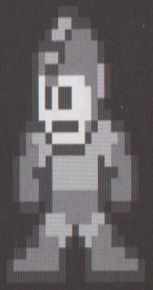
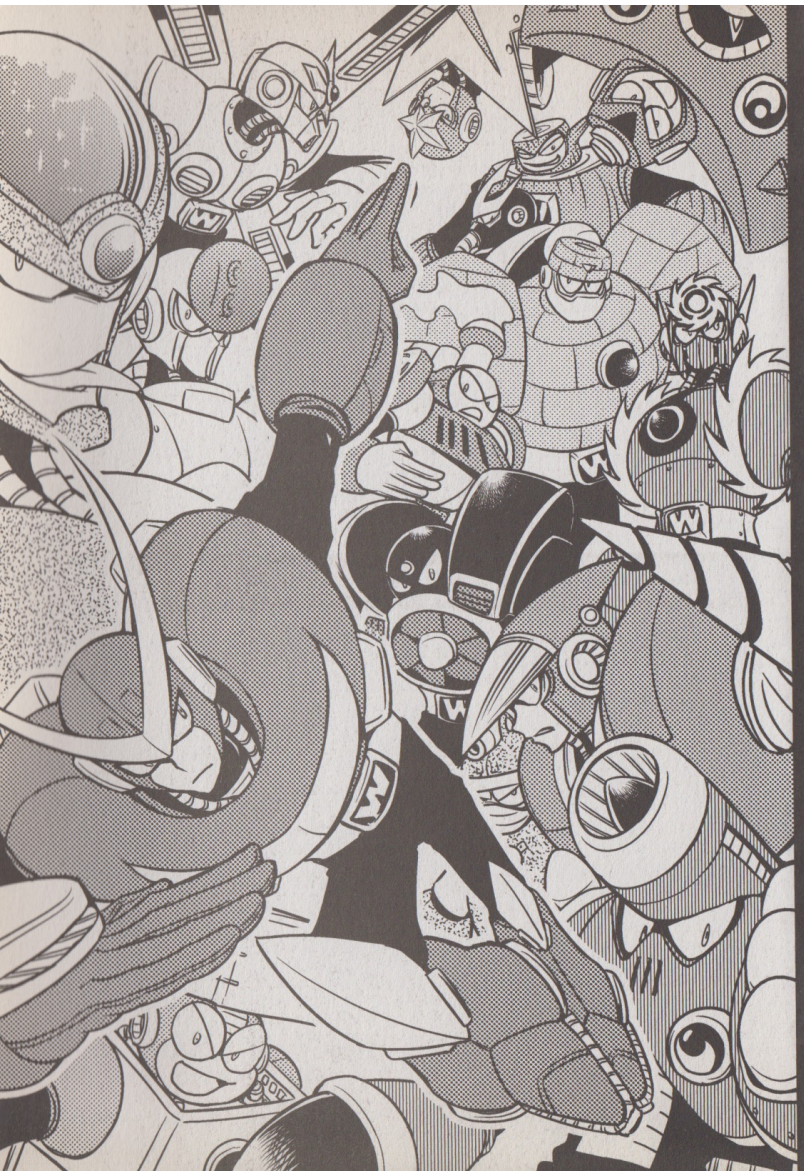
MEGA MAN

ロックマン・メガミックス

MEGAMIX



PRESS START



Hello everyone!

The content contained in this volume was all done over ten years ago. I can scarcely believe that, after ten years, this work is about to cross the vast ocean to reach you. I am beside myself with joy at the very idea. This volume also happens to contain some of my favorite episodes.

There are so many movies, mangas, and animes that involve robot characters. I've always wondered: what are robots, really? Why do we humans feel such a strong urge to build robots? To create stories about robots? My mind was constantly churning with questions like these as I worked on this manga.

The cover of this book is taken from the "Skull Man" episode, and I fondly remember the delightfully warm response I received from the Mega Man team over at Capcom when they first read this story.

In the game, if you didn't do anything, Skull Man would just stand there, unmoving. While I was creating the manga story, I went to visit Skull Man many times, and battled against him many times... I couldn't help but wonder what he was thinking. My answer to my own question was the inspiration for the Skull Man story.

The same goes for Forte and Blues (AKA Bass and Proto Man). I always took some time to think about who they were as people (that is, robots), and what their motivations were, while creating their stories.

As for the rest of the content, I've included some short mangas, which were not a part of the original release, so those of you who were expecting a normal manga may be quite surprised. I honestly believe that the world of Mega Man is well suited for both dramatic and comedic stories.

The manga diary at the end of the book reveals a few anecdotes from the days when I was working on this manga. If you find them the least bit entertaining, that's all I could ask for.

It is my sincere hope that you will enjoy this manga, and that it will give you a reason to love Mega Man even more!

~HITOSHI ARIGA

THE YEAR IS 20XX.

Scientific advances have produced humanoid robots said to possess souls, making them capable of emotion. Humans came to see these robots as friends, and lived in peace with them. Until one day, tragedy struck...

The robots suddenly rebelled against the humans!

Rock was a normal domestic helper robot created by the foremost authority on robots, Dr. Light. Devastated by the damage the rebel robots were causing to the city and its inhabitants, Rock asked Dr. Light to modify him for combat.

After many difficult battles, Rock, now known as Mega Man, revealed that the robots' sudden rebellion was part of a sinister plot for world domination by Dr. Wily.

Though Mega Man was able to foil Dr. Wily's plan, it did not mark the end of Dr. Wily's dark ambitions. Time after time, Dr. Wily hatched new plots and thought up new ways to threaten the world. Each time, Mega Man stood up to Dr. Wily's forces, hoping to preserve the peaceful society that humans and robots had built together, but the end of each battle only seemed to mark the beginning of a new challenge for Mega Man...

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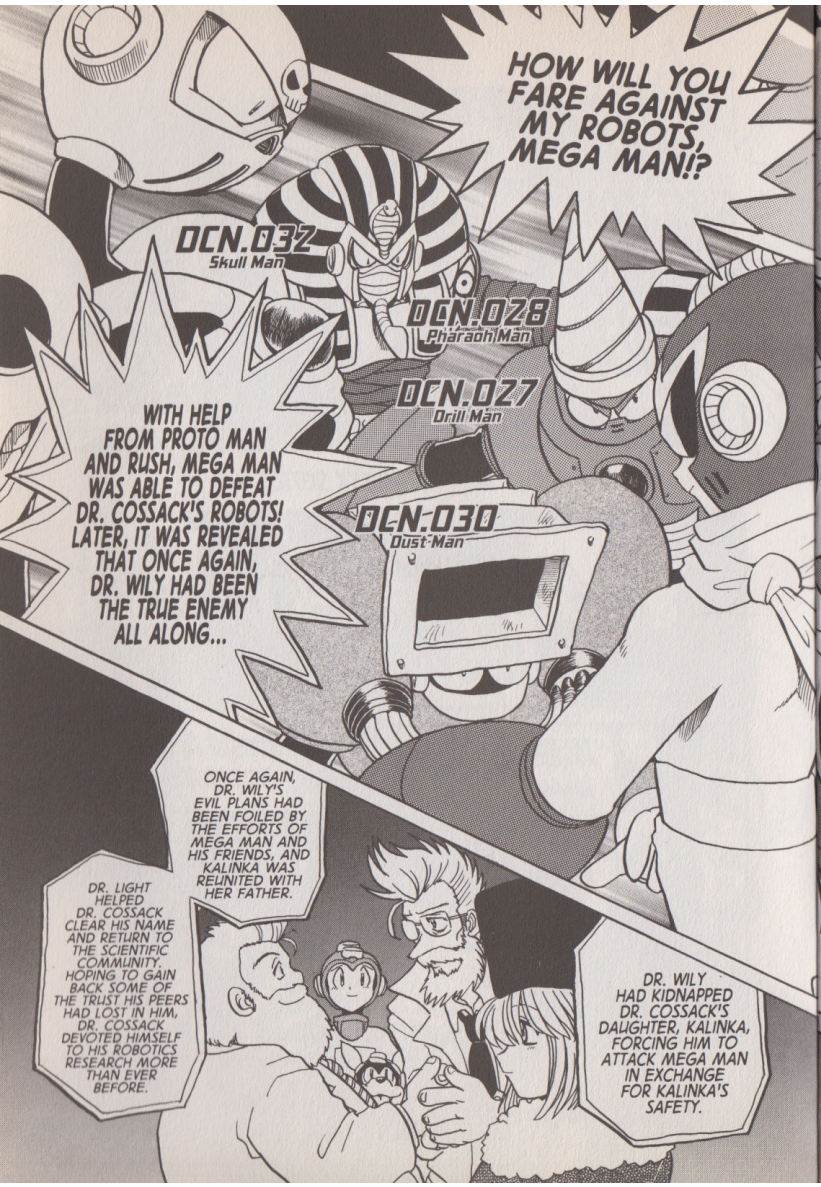
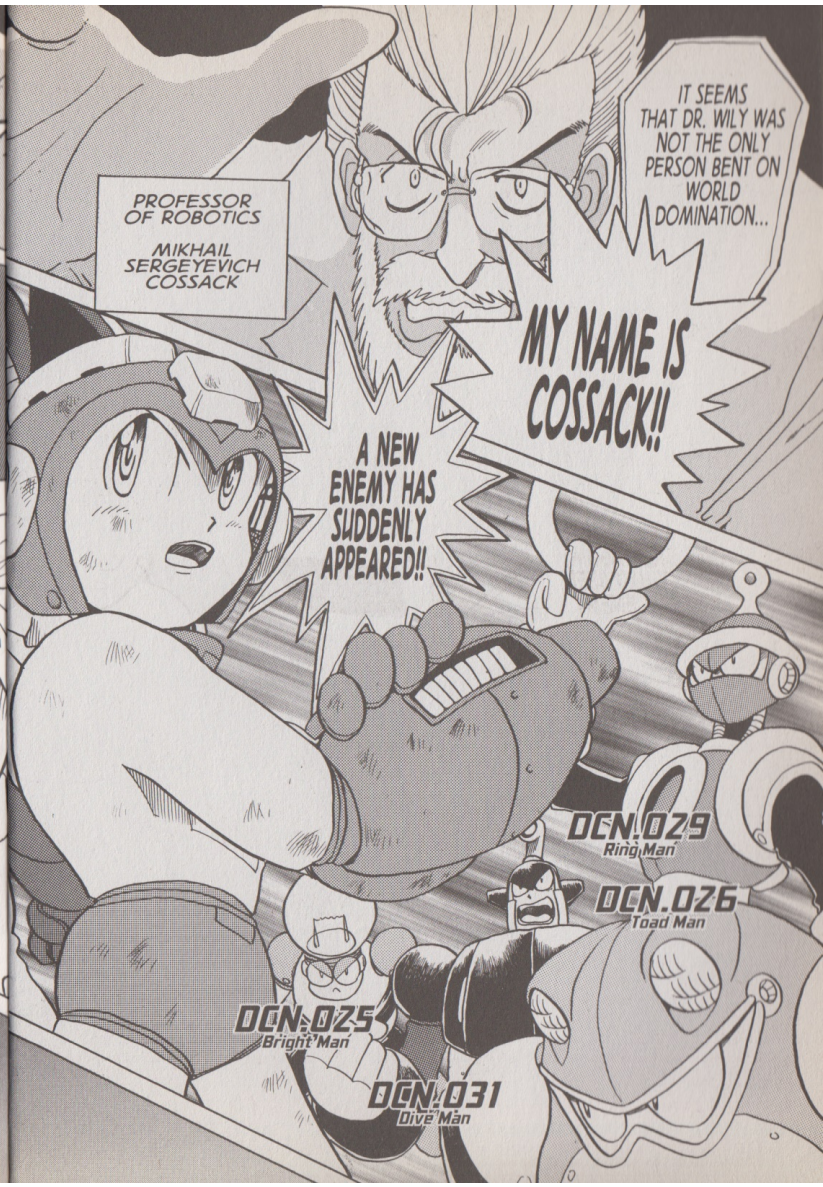
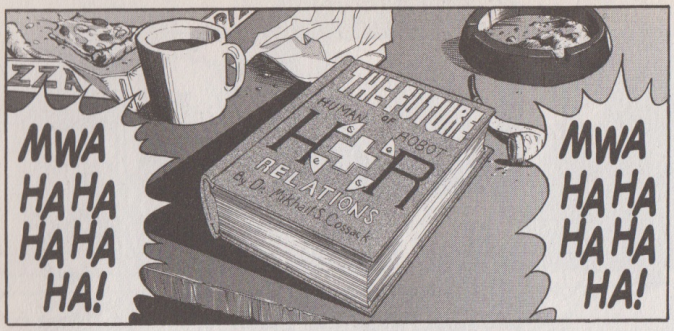
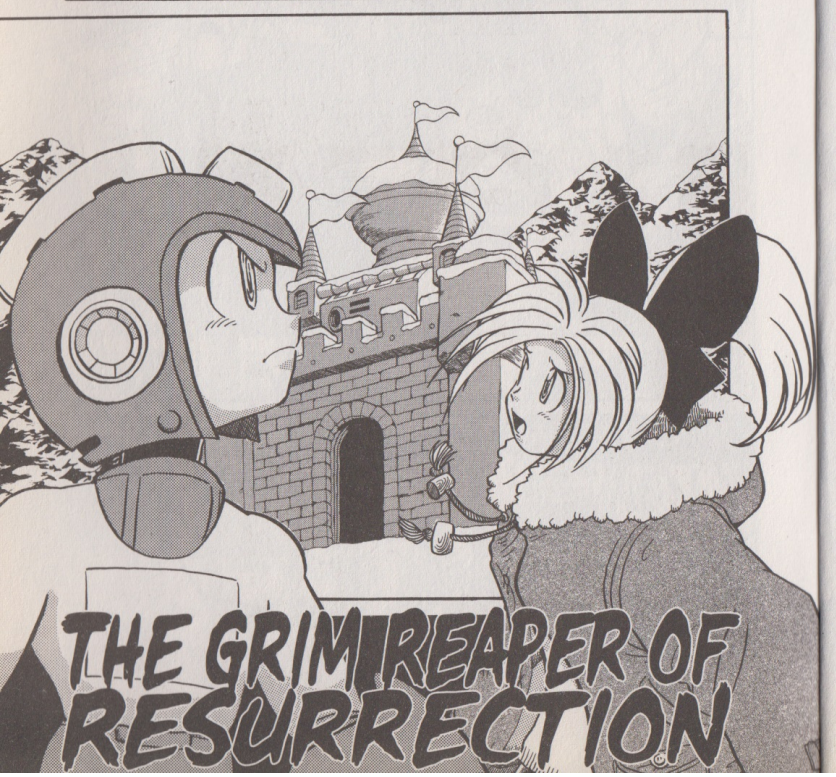
*NOTE: In the original Japanese version of the Mega Man game series, Dr. Light is known as "Dr. Right." This is why many of the robots created by Dr. Light feature the letter 'R' in their designs ('R' for Right). To preserve the original artwork, UDON has left this detail unchanged.

MEGA MAN™
ロックマンメガミックス
IIIIII MEGAMIX IIIIII

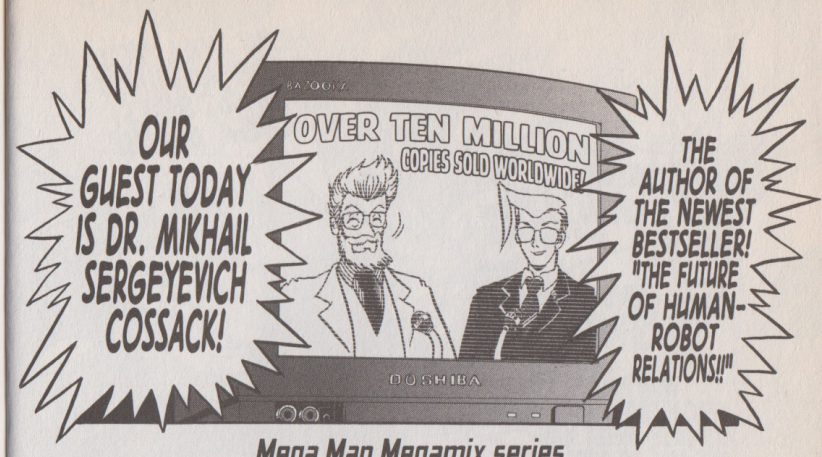

HOW WILL YOU FARE AGAINST MY ROBOTS, MEGA MAN!?
DCN.032 Skull Man
DCN.028 Pharaoh Man
DCN.027 Drill Man
DCN.030 Dust Man
WITH HELP FROM PROTO MAN AND RUSH, MEGA MAN WAS ABLE TO DEFEAT DR. COSSACK'S ROBOTS! LATER, IT WAS REVEALED THAT ONCE AGAIN, DR. WILY HAD BEEN THE TRUE ENEMY ALL ALONG...
ONCE AGAIN, DR. WILY'S EVIL PLANS HAD BEEN FOILED BY THE EFFORTS OF MEGA MAN AND HIS FRIENDS, AND KALINKA WAS REUNITED WITH HER FATHER.
DR. LIGHT HELPED DR. COSSACK CLEAR HIS NAME AND RETURN TO THE SCIENTIFIC COMMUNITY. HOPING TO GAIN BACK SOME OF THE TRUST HIS PEERS HAD LOST IN HIM, DR. COSSACK DEVOTED HIMSELF TO HIS ROBOTICS RESEARCH MORE THAN EVER BEFORE.
DR. WILY HAD KIDNAPPED DR. COSSACK'S DAUGHTER, KALINKA, FORCING HIM TO ATTACK MEGA MAN IN EXCHANGE FOR KALINKA'S SAFETY.


PROFESSOR OF ROBOTICS
MIKHAIL SERGEYEVICH COSSACK
IT SEEMS THAT DR. WILY WAS NOT THE ONLY PERSON BENT ON WORLD DOMINATION...
MY NAME IS COSSACK!!
A NEW ENEMY HAS SUDDENLY APPEARED!!
DCN.029 Ring Man
DCN.026 Toad Man
DCN.025 Bright Man
DCN.031 Dive Man

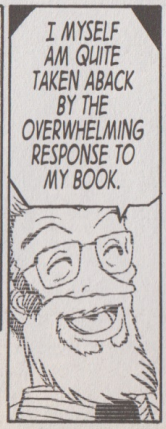




THE GRIM REAPER OF RESURRECTION

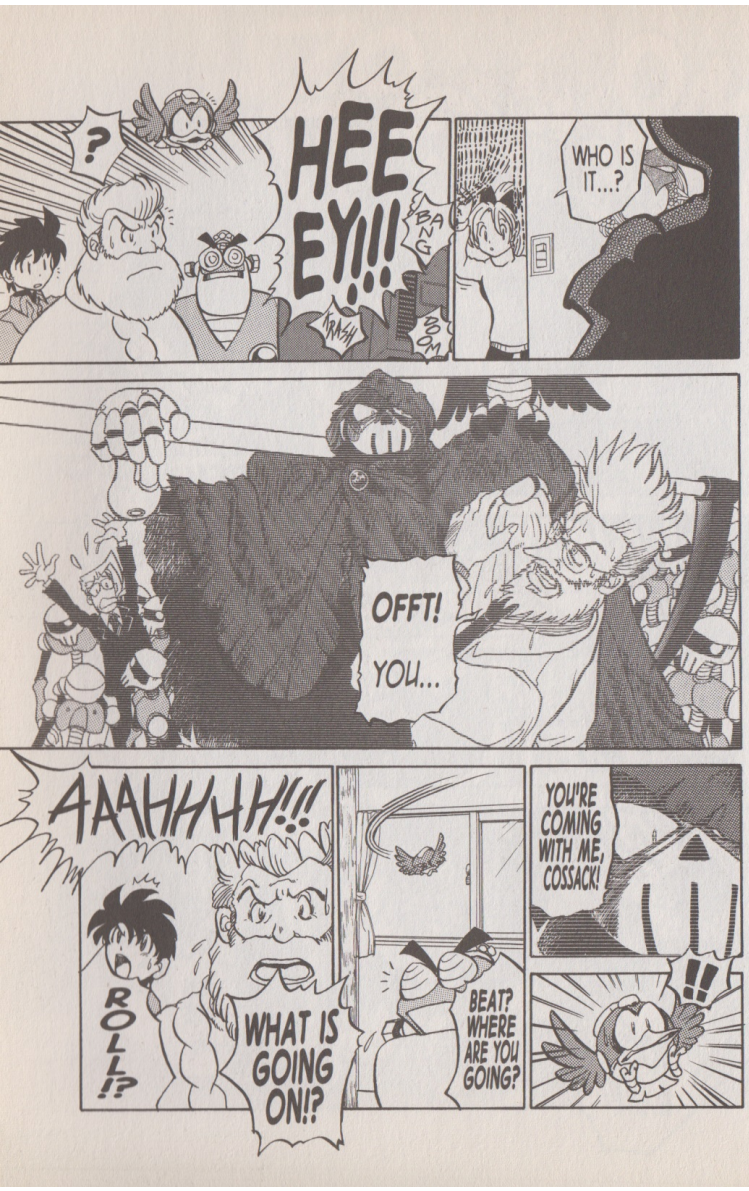


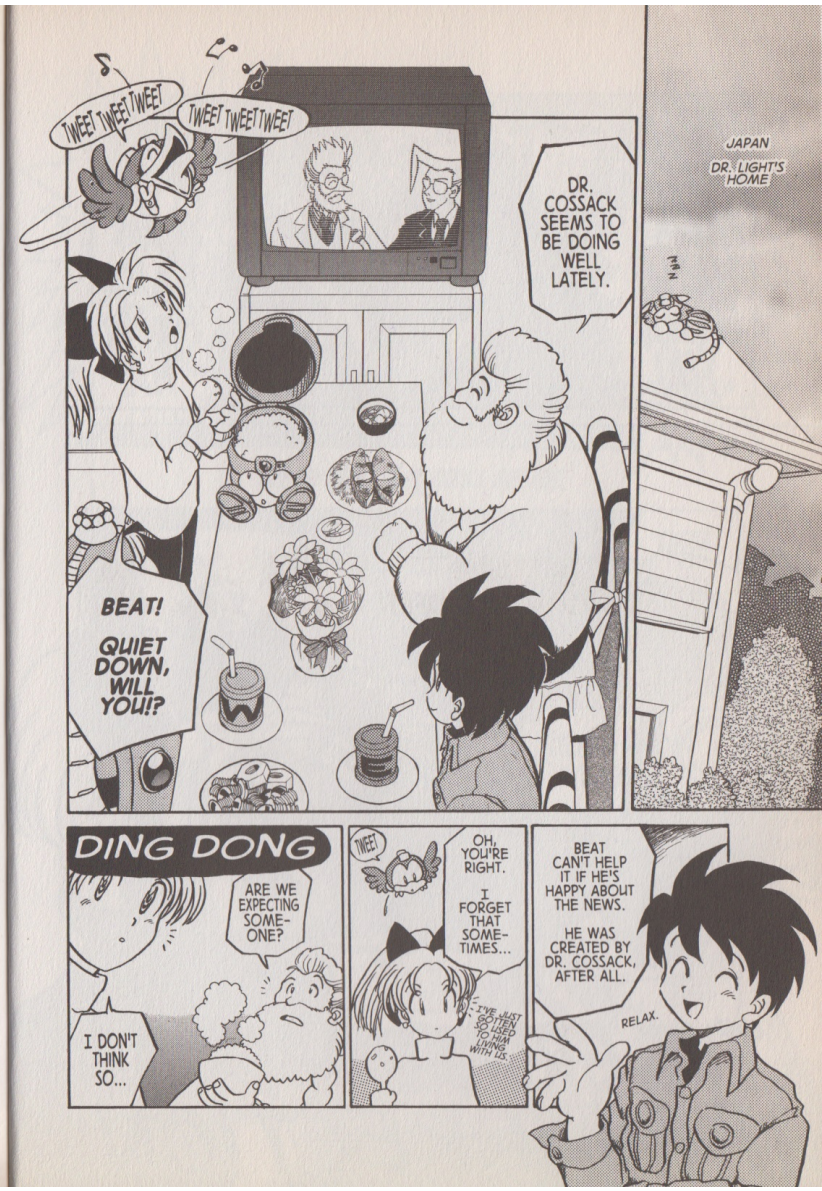
Mega Man Megamix series

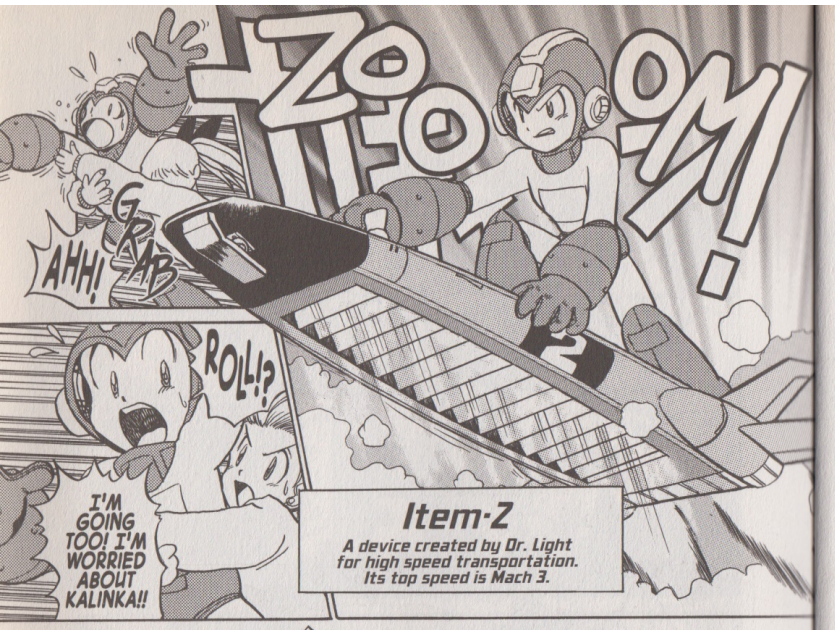


Hitoshi Ariga presents

Story originally told in 1996

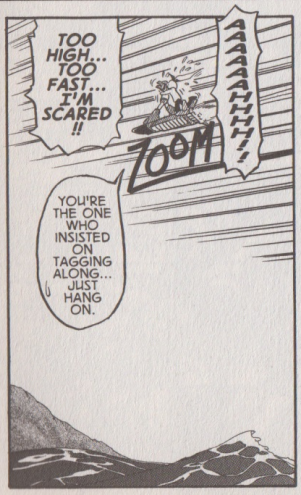

?
HEE EY!!!
BANG
CRASH
BOOM
WHO IS IT...?
OFFT!
YOU...
AAAHHHH!!!
ROLL!?
WHAT IS GOING ON!?
BEAT? WHERE ARE YOU GOING?
YOU'RE COMING WITH ME, COSSACK!
!!

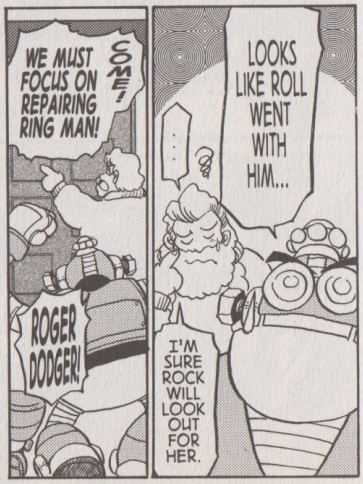

TWEET TWEET TWEET
TWEET TWEET TWEET
DR. COSSACK SEEMS TO BE DOING WELL LATELY.
BEAT! QUIET DOWN, WILL YOU!?
JAPAN
DR. LIGHT'S HOME
DING DONG
ARE WE EXPECTING SOMEONE?
I DON'T THINK SO...
TWEE!
OH, YOU'RE RIGHT. I FORGET THAT SOMETIMES...
I'VE JUST GOTTEN USED TO HIM LIVING WITH US.
BEAT CAN'T HELP IT IF HE'S HAPPY ABOUT THE NEWS. HE WAS CREATED BY DR. COSSACK, AFTER ALL.
RELAX.

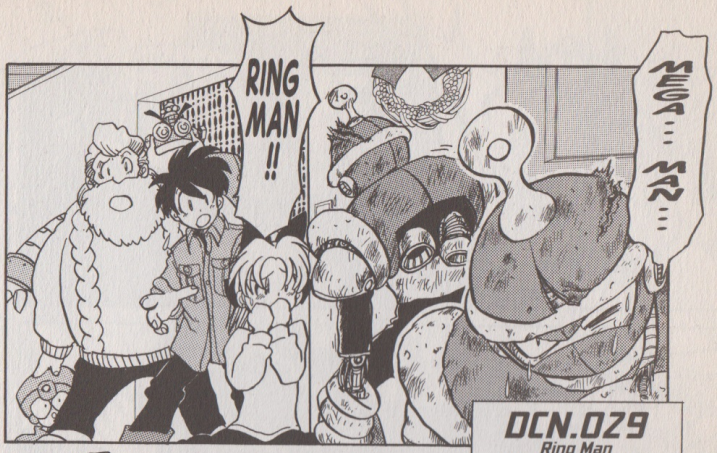


Item-Z

A device created by Dr. Light for high speed transportation. Its top speed is Mach 3.







DCN.029

Ring Man

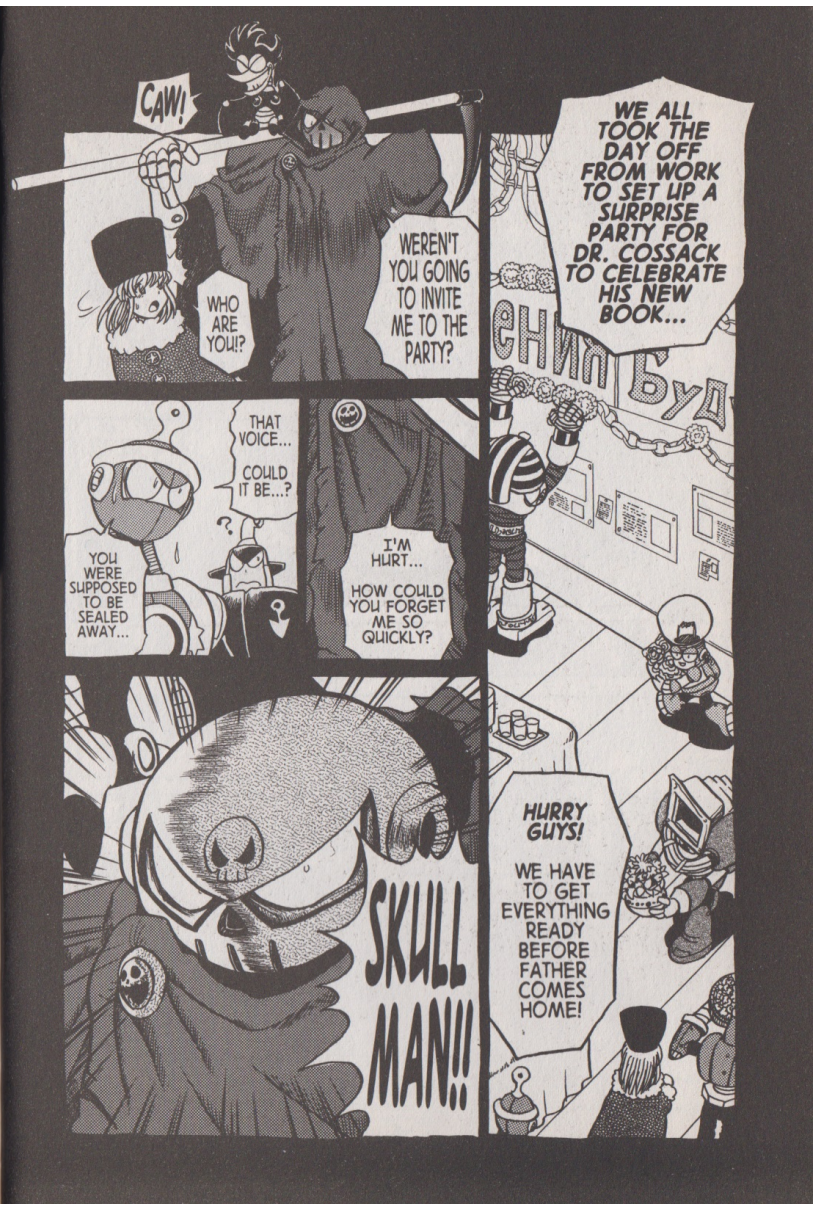
A police robot who specializes in crimes committed by robots.

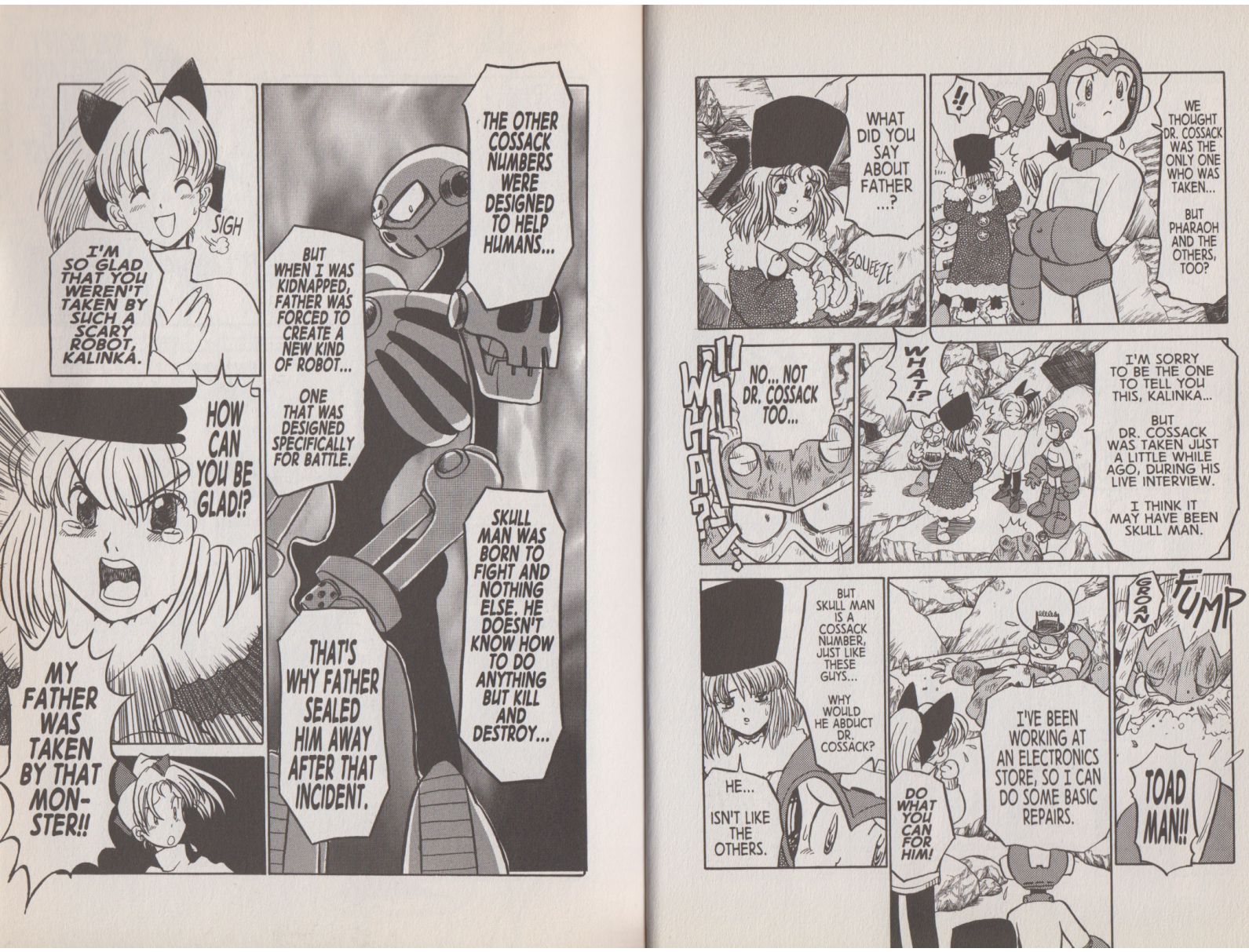
OCN.025

Bright Man

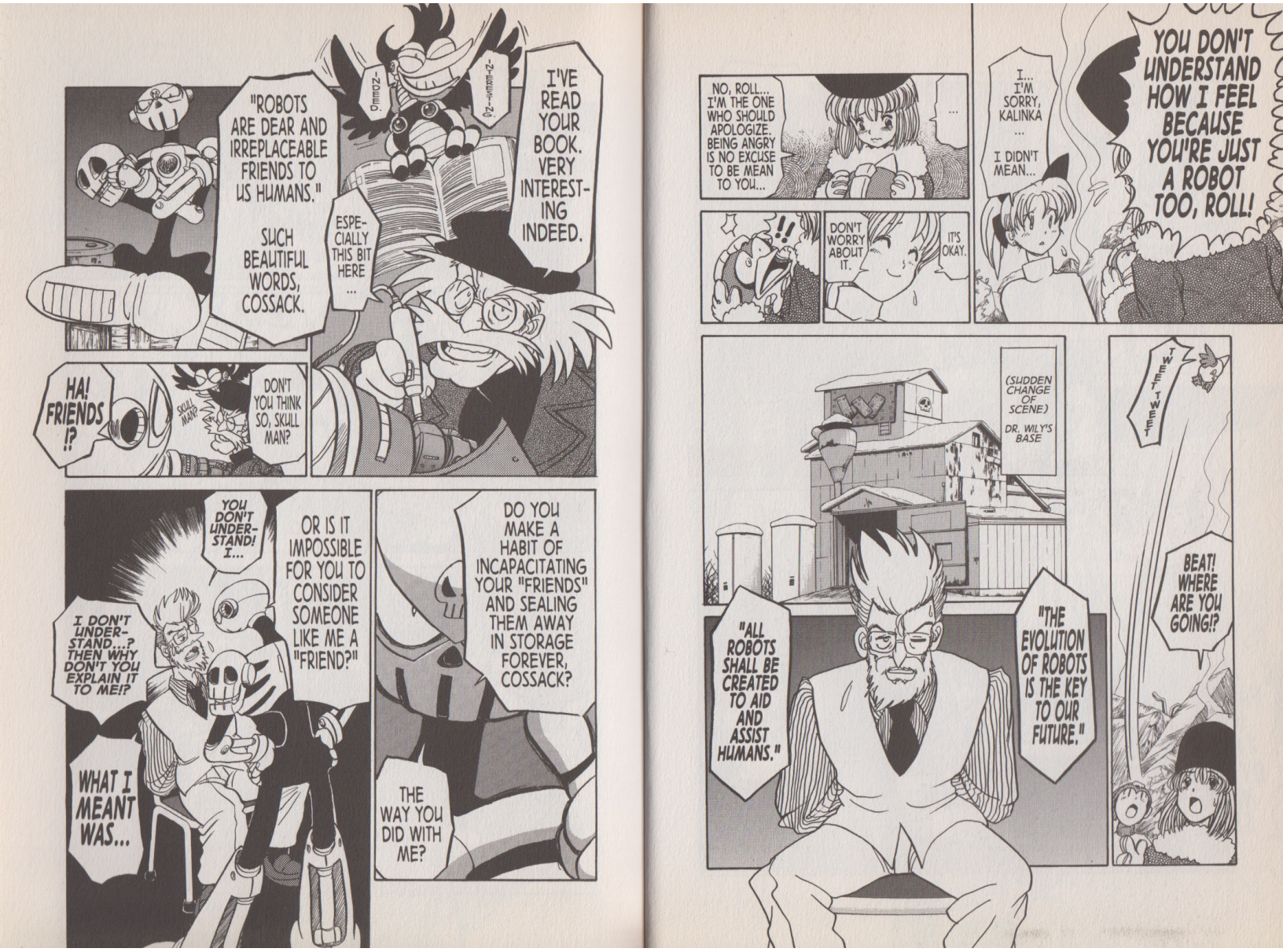
A robot who can offer back-up lighting during emergencies when cities are blacked out.

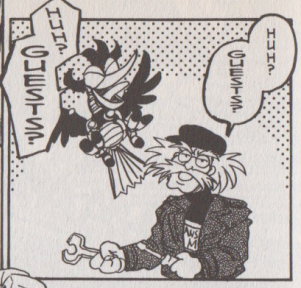
DCN.026
Toad Man
An agricultural robot who is deployed to bring rain to arid regions that are suffering from droughts.

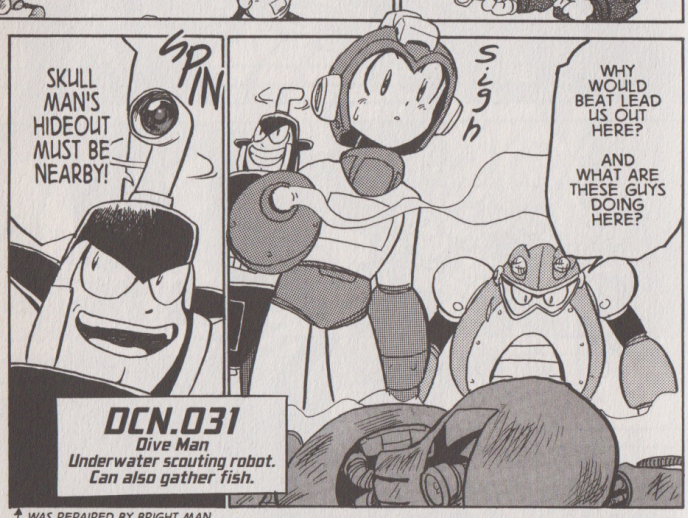




WE THOUGHT DR. COSSACK WAS THE ONLY ONE WHO WAS TAKEN...
BUT PHARAOH AND THE OTHERS, TOO?
!!
WHAT DID YOU SAY ABOUT FATHER ...?
SQUEEZE
I'M SORRY TO BE THE ONE TO TELL YOU THIS, KALINKA...
BUT DR. COSSACK WAS TAKEN JUST A LITTLE WHILE AGO, DURING HIS LIVE INTERVIEW.
I THINK IT MAY HAVE BEEN SKULL MAN.
WHAT!?
NO... NOT DR. COSSACK TOO...
WHAT?!
FUMP
GROAN
TOAD MAN!!
I'VE BEEN WORKING AT AN ELECTRONICS STORE, SO I CAN DO SOME BASIC REPAIRS.
DO WHAT YOU CAN FOR HIM!
BUT SKULL MAN IS A COSSACK NUMBER, JUST LIKE THESE GUYS...
WHY WOULD HE ABDUCT DR. COSSACK?
HE...
ISN'T LIKE THE OTHERS.
THE OTHER COSSACK NUMBERS WERE DESIGNED TO HELP HUMANS...
BUT WHEN I WAS KIDNAPPED, FATHER WAS FORCED TO CREATE A NEW KIND OF ROBOT...
ONE THAT WAS DESIGNED SPECIFICALLY FOR BATTLE.
SKULL MAN WAS BORN TO FIGHT AND NOTHING ELSE. HE DOESN'T KNOW HOW TO DO ANYTHING BUT KILL AND DESTROY...
THAT'S WHY FATHER SEALED HIM AWAY AFTER THAT INCIDENT.
SIGH
I'M SO GLAD THAT YOU WEREN'T TAKEN BY SUCH A SCARY ROBOT, KALINKA.
HOW CAN YOU BE GLAD!?
MY FATHER WAS TAKEN BY THAT MON-STER!!

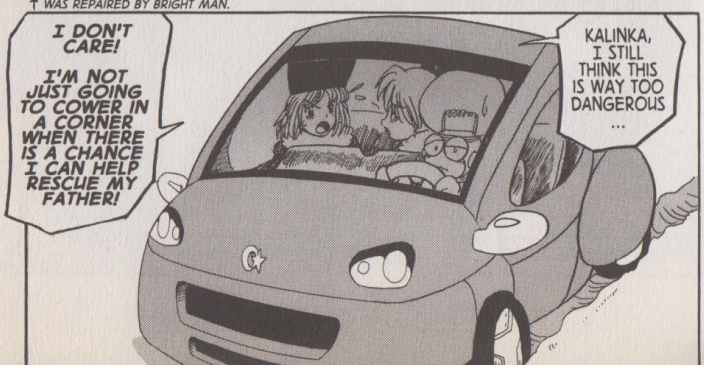

I'VE READ YOUR BOOK. VERY INTEREST-ING INDEED.
INTERESTING.
INDEED.
ESPE-CIALLY THIS BIT HERE ...
"ROBOTS ARE DEAR AND IRREPLACEABLE FRIENDS TO US HUMANS."
SUCH BEAUTIFUL WORDS, COSSACK.
DON'T YOU THINK SO, SKULL MAN?
SKULL MAN?
HA! FRIENDS !?
DO YOU MAKE A HABIT OF INCAPACITATING YOUR "FRIENDS" AND SEALING THEM AWAY IN STORAGE FOREVER, COSSACK?
THE WAY YOU DID WITH ME?
OR IS IT IMPOSSIBLE FOR YOU TO CONSIDER SOMEONE LIKE ME A "FRIEND?"
YOU DON'T UNDER-STAND! I...
I DON'T UNDER-STAND...? THEN WHY DON'T YOU EXPLAIN IT TO ME!?
WHAT I MEANT WAS...
YOU DON'T UNDERSTAND HOW I FEEL BECAUSE YOU'RE JUST A ROBOT TOO, ROLL!
I... I'M SORRY, KALINKA ...
I DIDN'T MEAN...
...
NO, ROLL... I'M THE ONE WHO SHOULD APOLOGIZE. BEING ANGRY IS NO EXCUSE TO BE MEAN TO YOU...
IT'S OKAY.
DON'T WORRY ABOUT IT.
!!
TWEET TWEET
BEAT! WHERE ARE YOU GOING!?
(SUDDEN CHANGE OF SCENE)
DR. WILY'S BASE
"THE EVOLUTION OF ROBOTS IS THE KEY TO OUR FUTURE."
"ALL ROBOTS SHALL BE CREATED TO AID AND ASSIST HUMANS."

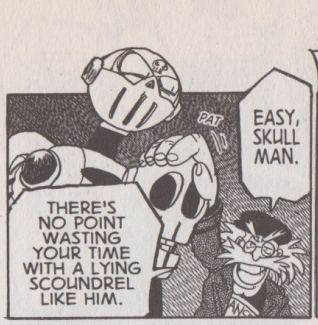


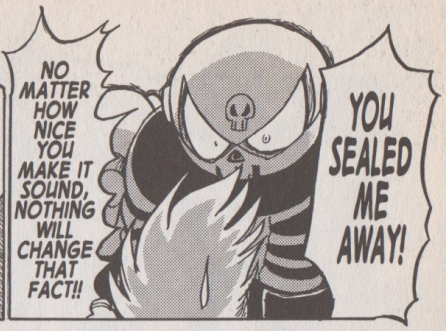


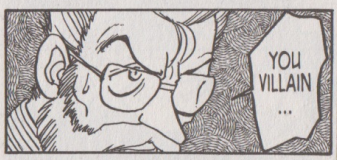
DCN.031
Dive Man
Underwater scouting robot. Can also gather fish.

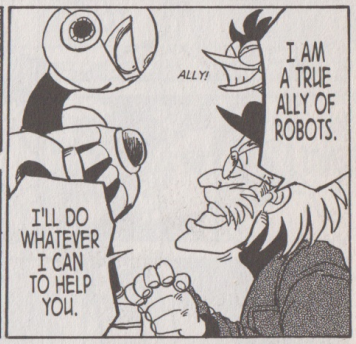
† WAS REPAIRED BY BRIGHT MAN.

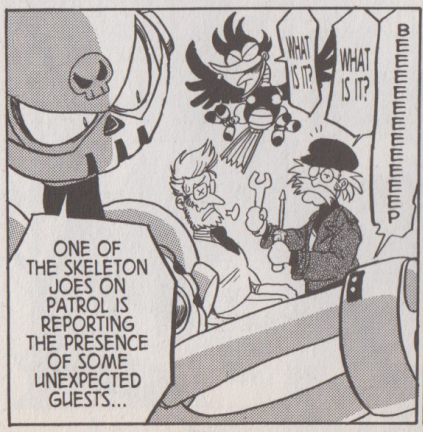


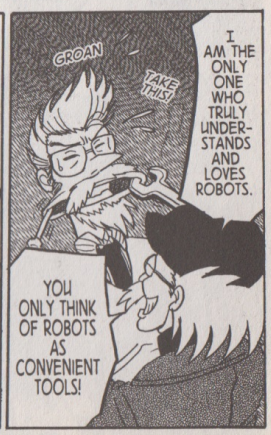


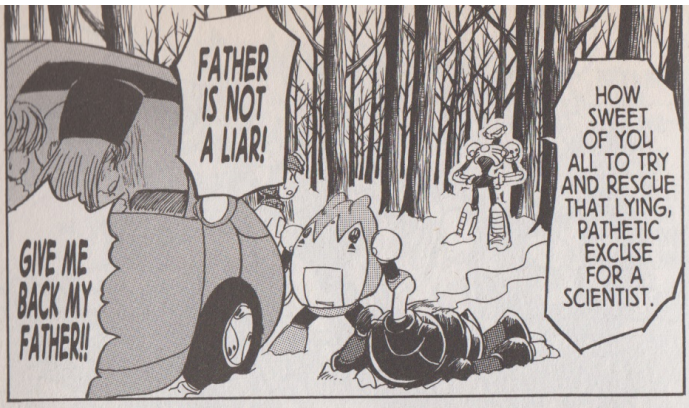




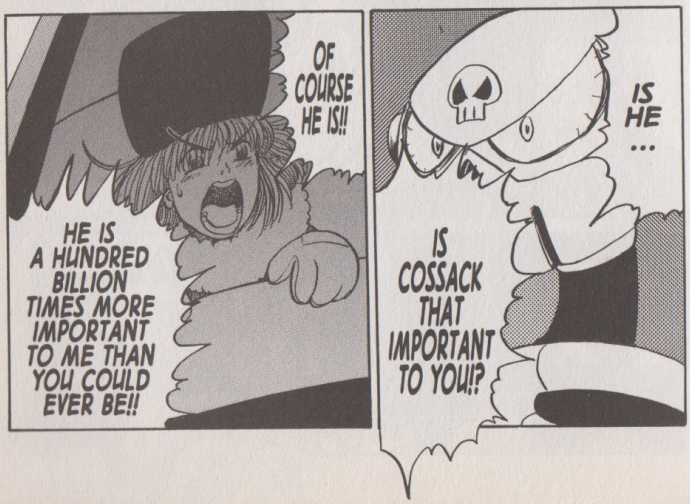


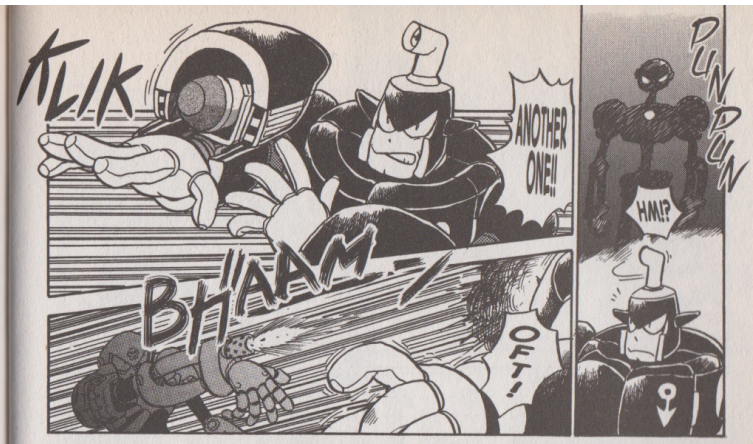




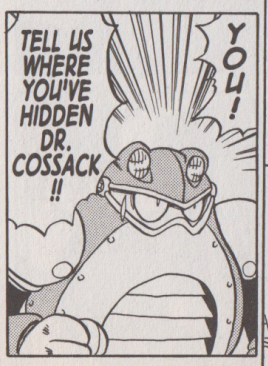

FATHER IS NOT A LIAR!
GIVE ME BACK MY FATHER!!
HOW SWEET OF YOU ALL TO TRY AND RESCUE THAT LYING, PATHETIC EXCUSE FOR A SCIENTIST.

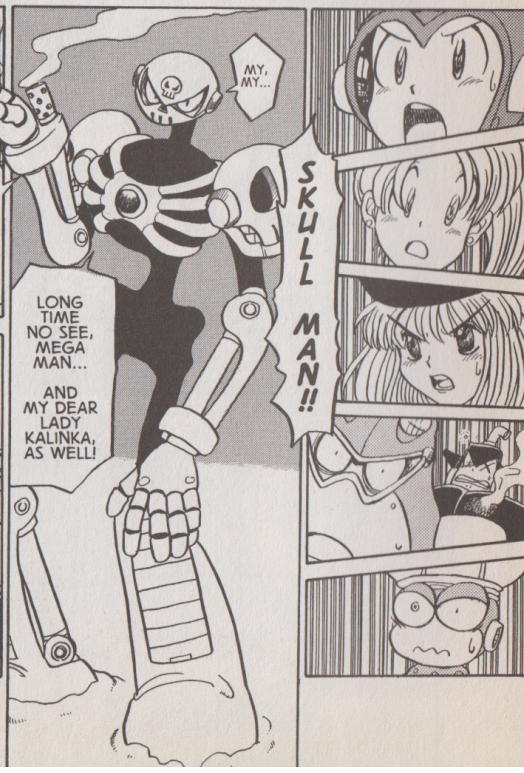
WHAT ARE YOU TALKING ABOUT...?
...?
NO ONE TRIED TO RESCUE ME WHEN I WAS TAKEN AWAY...

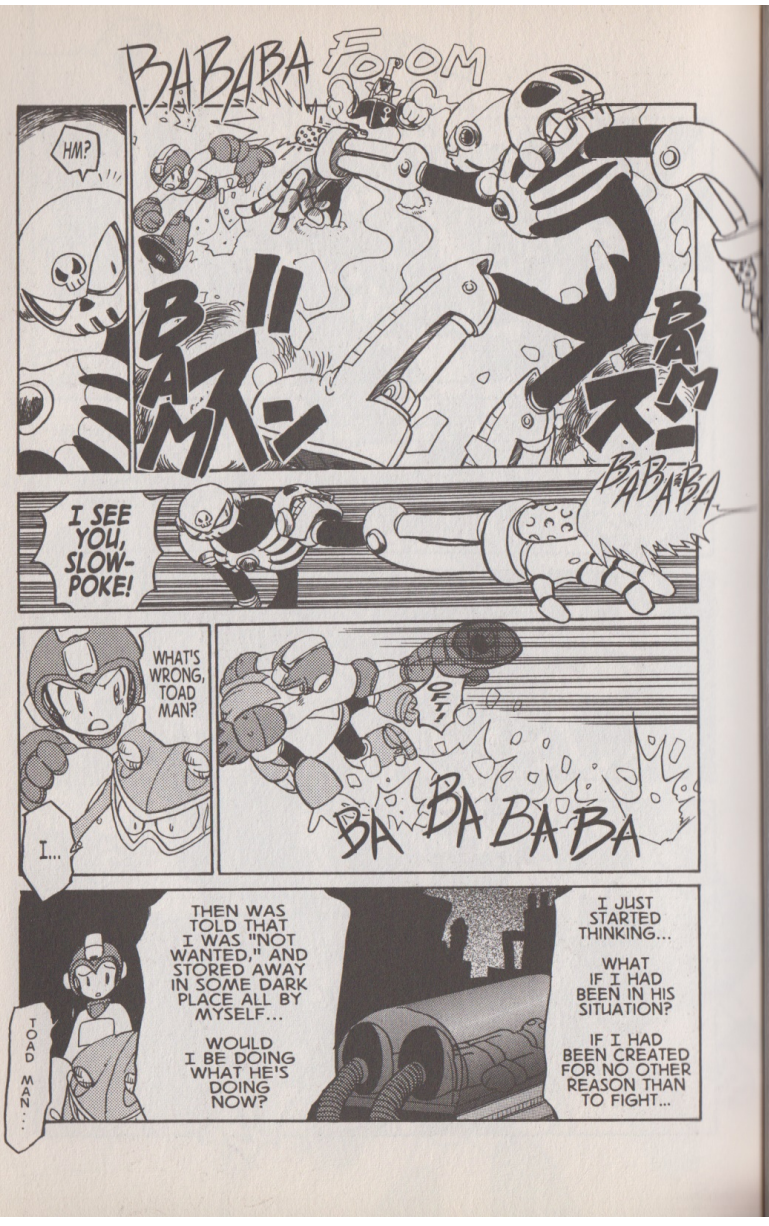

HE IS A HUNDRED BILLION TIMES MORE IMPORTANT TO ME THAN YOU COULD EVER BE!!
OF COURSE HE IS!!
IS HE ...
IS COSSACK THAT IMPORTANT TO YOU!?

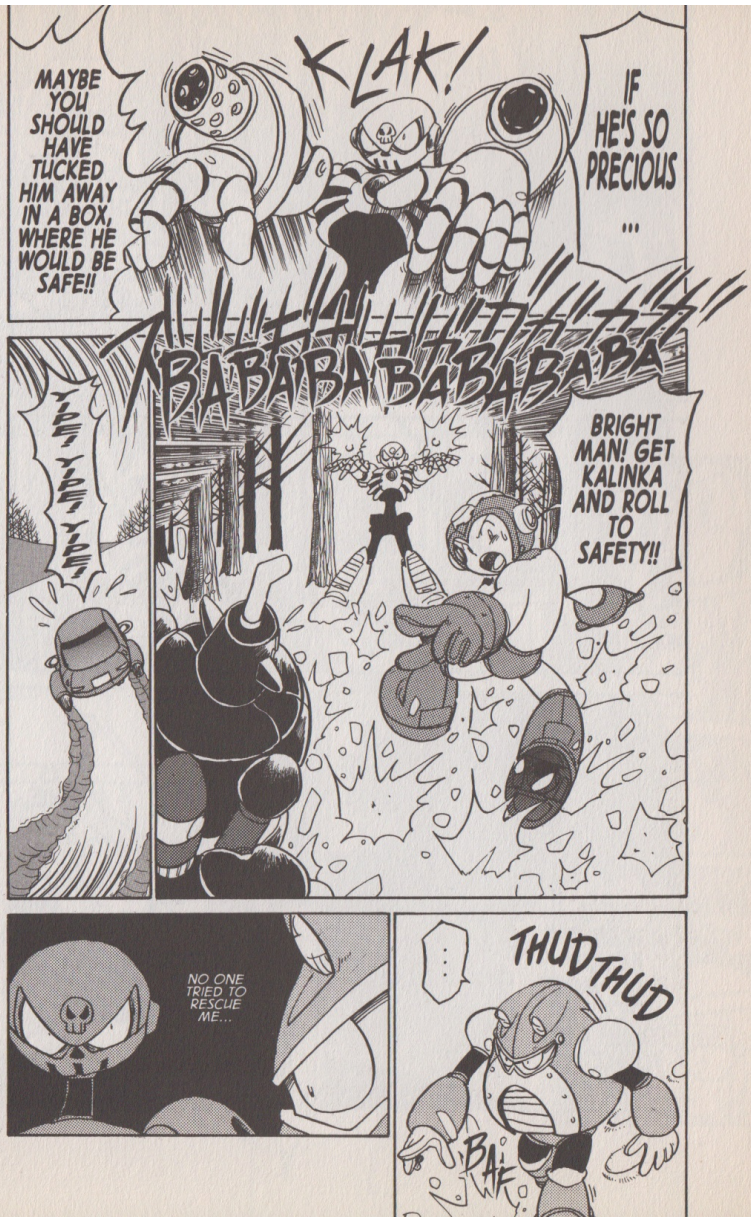

KLIK
Bh'AAM
ANOTHER ONE!!
OFT!
PUN PUN
HM!?

WHAT BRINGS YOU FOLKS ALL THE WAY OUT HERE?


TELL US WHERE YOU'VE HIDDEN DR. COSSACK !!
YOU!


MY, MY...
LONG TIME NO SEE, MEGA MAN...
AND MY DEAR LADY KALINKA, AS WELL!
SKULL MAN!!


BABABA FROM
HM?
BAMズン
BAMズ
BABABA
I SEE YOU, SLOW-POKE!
WHAT'S WRONG, TOAD MAN?
I...
BA BA BA BA BA
THEN WAS TOLD THAT I WAS "NOT WANTED," AND STORED AWAY IN SOME DARK PLACE ALL BY MYSELF...
WOULD I BE DOING WHAT HE'S DOING NOW?
I JUST STARTED THINKING...
WHAT IF I HAD BEEN IN HIS SITUATION?
IF I HAD BEEN CREATED FOR NO OTHER REASON THAN TO FIGHT...
TOAD MAN...


KLAK!
MAYBE YOU SHOULD HAVE TUCKED HIM AWAY IN A BOX, WHERE HE WOULD BE SAFE!!
IF HE'S SO PRECIOUS ...
BABABABABABABA
TDD! TDD! TDD!
BRIGHT MAN! GET KALINKA AND ROLL TO SAFETY!!
NO ONE TRIED TO RESCUE ME...
THUD THUD
BAF

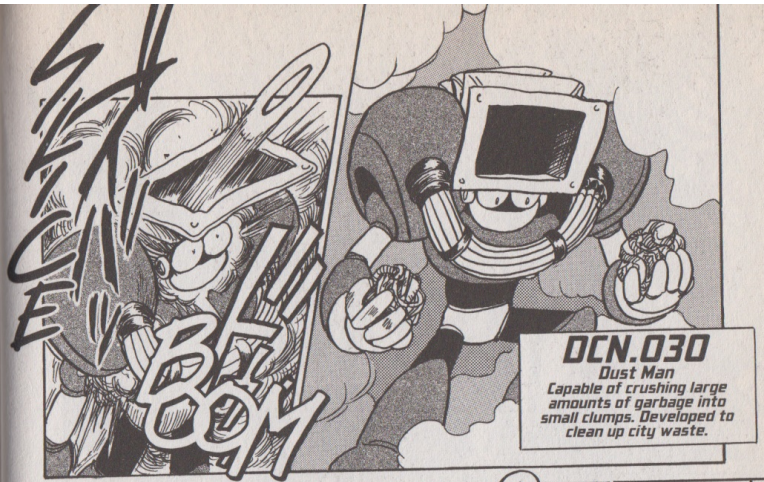
THESE LITTLE TREASURES MUST BE QUITE PRECIOUS TO YOU AS WELL!
PUT US DOWN!!
LOOK WHAT I HAVE HERE...
SKULL MAN! STOP!!
SATISFY ME!!
LET US GO!!
IF YOU WANT TO SAVE THEM, FOLLOW ME!
HELP!
DR. WILY...! I TOLD HIM NOT TO INTERFERE!!
WHA...
TADA

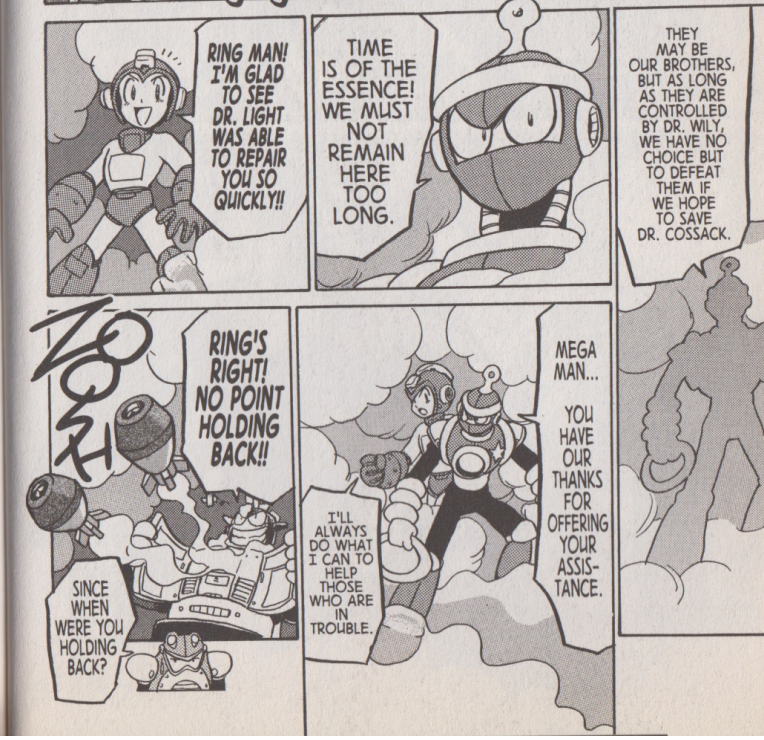
OF COURSE! THAT IS OUR OBJECTIVE!!
DON'T YOU WANT TO SAVE YOUR PRECIOUS CREATOR?
I THOUGHT YOU GUYS WERE HERE TO FIGHT!
NEVER!!
RELEASE DR. COSSACK!
HE CERTAINLY DOESN'T SEEM LIKE THE KIND OF GUY WHO THINKS VERY DEEPLY ABOUT STUFF...
HE'S A GOOD GUY, BUT...
SOMETIMES I WISH I WAS AS SIMPLE-MINDED AS DIVE...
!!
Y-YES SIR...
GET OUT OF THE CAR, BULB-HEAD!
MAYBE YOU JUST NEED MORE MOTIVATION!
!!

OCN.027
Drill Man
Designed for construction work. Can easily drill through concrete.

OCN.028
Pharaoh Man
Developed to explore pyramids and other ruins. Possesses enhanced agility and durability. Collects and harnesses solar energy to use as a weapon.

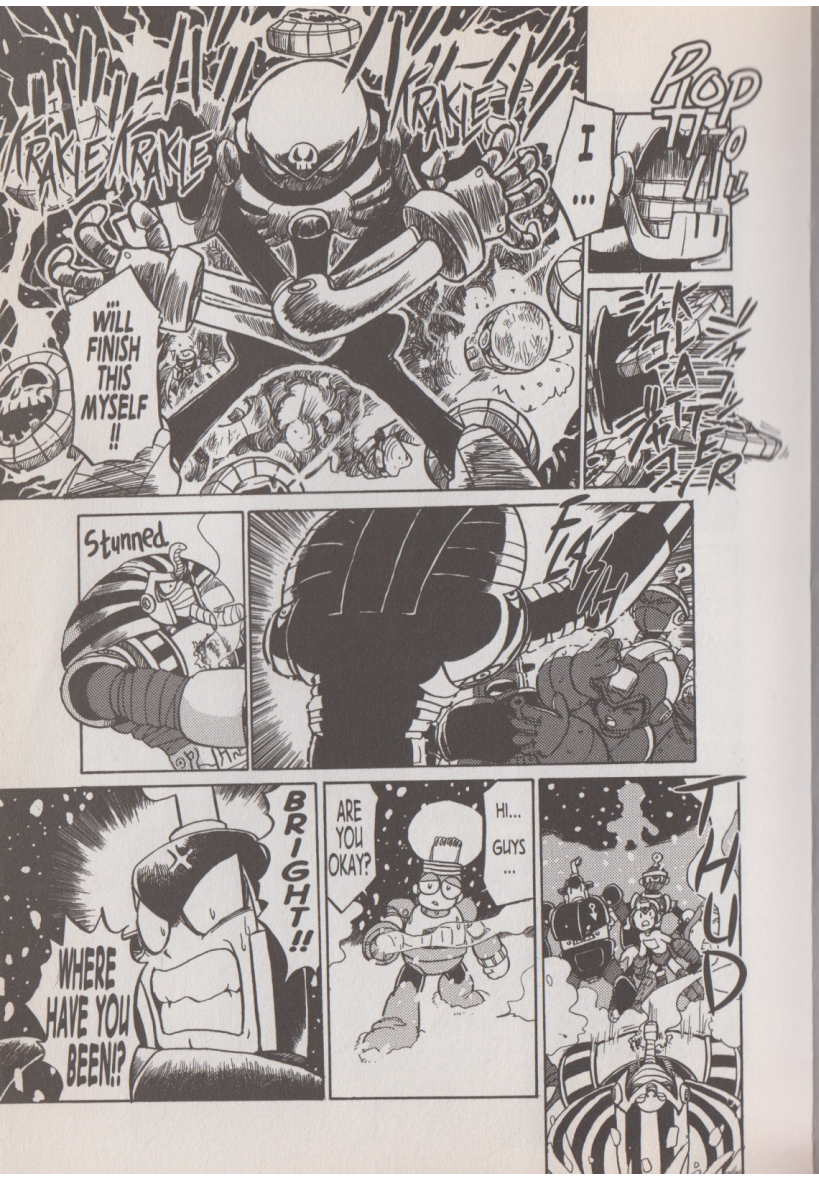
STAY ALERT! PHARAOH IS STILL AROUND HERE SOMEWHERE!
YEAH! THAT SHUT HIM RIGHT UP, DIDN'T IT!?
WHERE DID HE GO...?
BOOM!!
WILY...!! WHAT DO YOU HOPE TO ACCOMPLISH HERE!?
ZGKZGK
THERE!
GRRR!
ACCOMPLISH!
HOW DID HE GET BEHIND US!?


BOOM
DCN.030
Dust Man
Capable of crushing large amounts of garbage into small clumps. Developed to clean up city waste.


RING MAN! I'M GLAD TO SEE DR. LIGHT WAS ABLE TO REPAIR YOU SO QUICKLY!!
TIME IS OF THE ESSENCE! WE MUST NOT REMAIN HERE TOO LONG.
THEY MAY BE OUR BROTHERS, BUT AS LONG AS THEY ARE CONTROLLED BY DR. WILY, WE HAVE NO CHOICE BUT TO DEFEAT THEM IF WE HOPE TO SAVE DR. COSSACK.
ZOOSH
RING'S RIGHT! NO POINT HOLDING BACK!!
SINCE WHEN WERE YOU HOLDING BACK?
I'LL ALWAYS DO WHAT I CAN TO HELP THOSE WHO ARE IN TROUBLE.
MEGA MAN... YOU HAVE OUR THANKS FOR OFFERING YOUR ASSISTANCE.

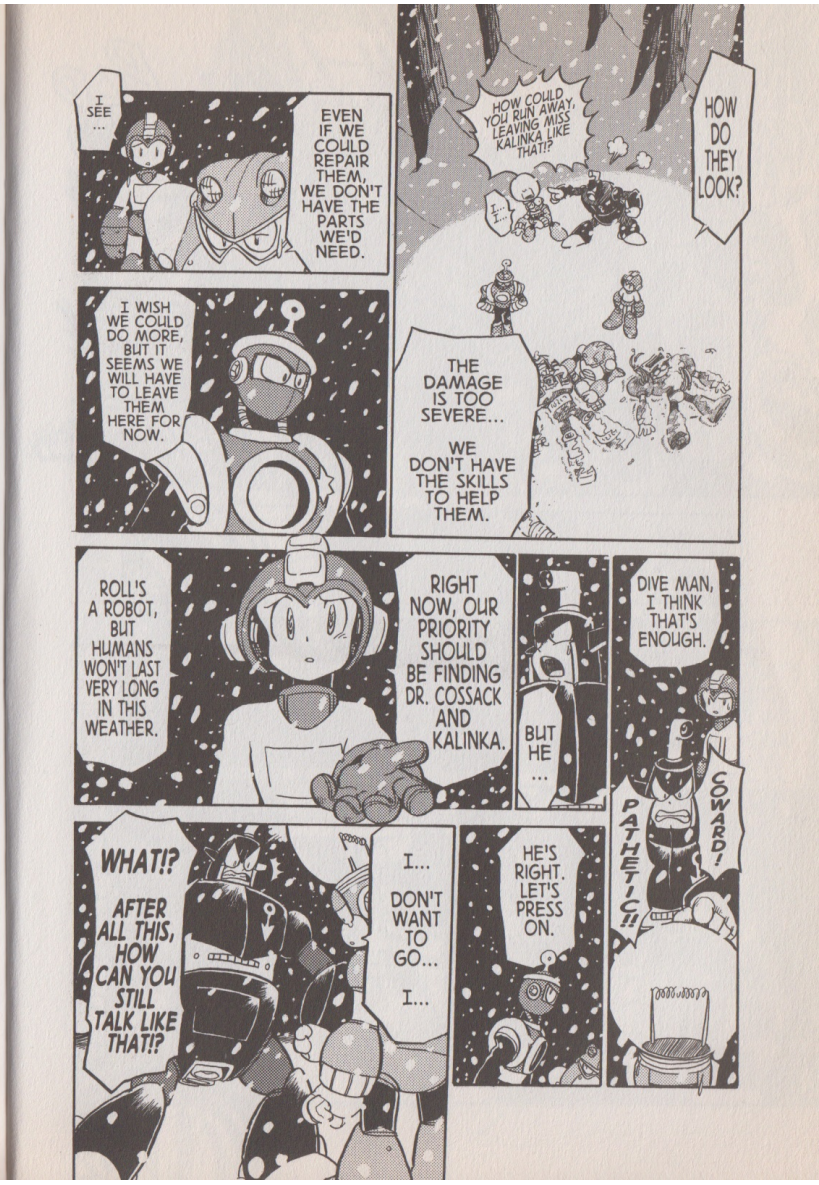
WOOO
GRRR!
I KNEW IT! YOU FOOL!
YET YOU SHOW NO CONCERN FOR THE CREEPY SKULL ROBOT!?
LOVE!
IS THAT WHAT YOU CALL YOUR LOVE FOR ROBOTS, COSSACK!?
NOTHING.
IF YOU'RE LUCKY, YOUR FRIENDS WILL COME TO SAVE YOU SOON.
LOOKS LIKE A BLIZZARD'S KICKED UP...
HUMANS LIKE YOU...
YOU'RE PATHETIC!
WILL NEVER UNDER-STAND HOW I FEEL.
I GUESS I SHOULD HAVE EXPECTED AS MUCH FROM A MERE ROBOT!!
WHAT DO YOU PLAN TO DO WITH US!?

WHAK WHAK WHAK
HAW~
I JUST DON'T LIKE THE FACT THAT YOU'RE SUDDENLY MORE POPULAR THAN I AM! SO I THOUGHT I'D KNOCK YOU DOWN A FEW PEGS.
I GUESS YOU COULD SAY I'M JUST BEING A BULLY!
I FELT SORRY FOR SKULL MAN TOO, SO I WOKE HIM UP!
BEAT!!
TWEET TWEET TWEET!
KRASH
HE CAME ALL THIS WAY BY HIMSELF ...
WELL, DOESN'T THIS JUST WARM YOUR HEART?
SLAP
KAWKAW
OH? ARE YOU WORRIED ABOUT THE POOR LITTLE BIRDIE?
ARE YOU ALL RIGHT!? BEAT!!
BEAT!!

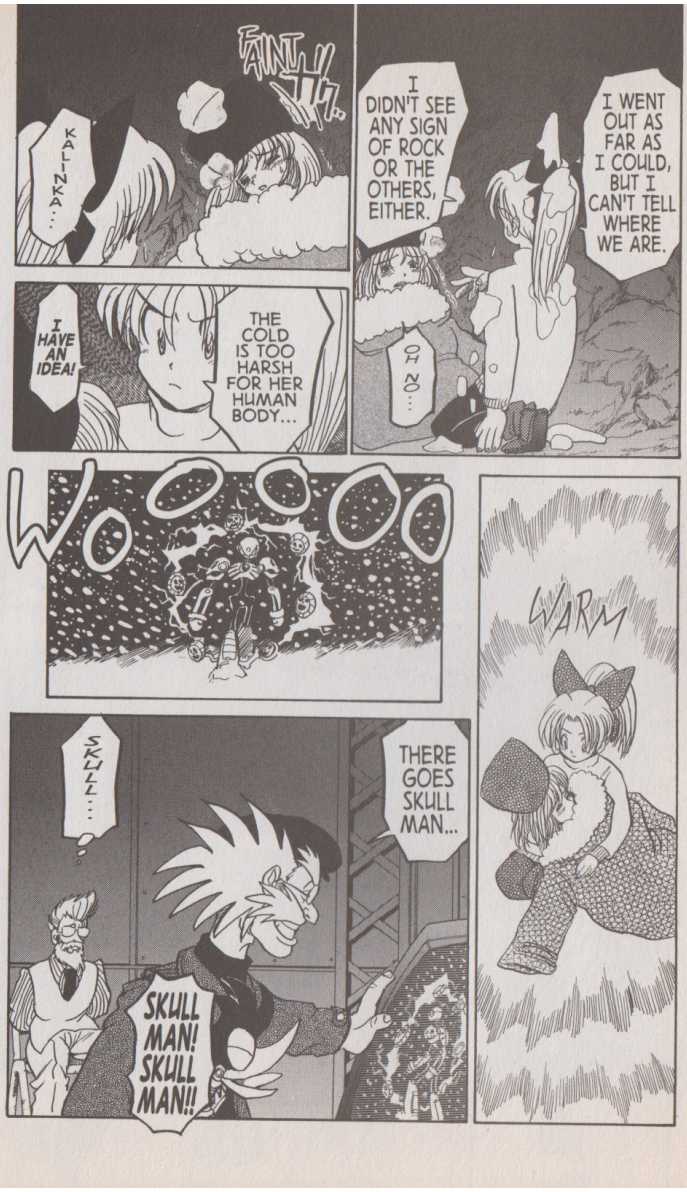

RAKE RAKE RAKE RAKE
...WILL FINISH THIS MYSELF!!
POP
I...
Stunned
FLASH
BRIGHT!!
WHERE HAVE YOU BEEN!?
ARE YOU OKAY?
HI... GUYS...
THUD

SHAKE
SHIVER
I THINK HE'S JUST LONELY... BUT CAN'T ADMIT IT.
HE... HE DOESN'T KNOW WHAT HE'S TALKING ABOUT!
WOOOOO
HOW CAN I SAY SUCH TERRIBLE THINGS ABOUT ROBOTS IN FRONT OF ROLL?
I DID IT AGAIN... I KEEP FORGETTING THAT ROLL IS A ROBOT TOO.
THIS SHOULD HELP KEEP YOU WARM.
DUST MAN AND DRILL MAN HAVE BEEN DEFEATED.
RING MAN HAS JOINED THEM.
WHAT'S GOING ON WITH MEGA MAN NOW?
HMPH. I DIDN'T NEED THEIR HELP TO BEGIN WITH.
PHARAOH MAN WILL NOT LAST MUCH LONGER.

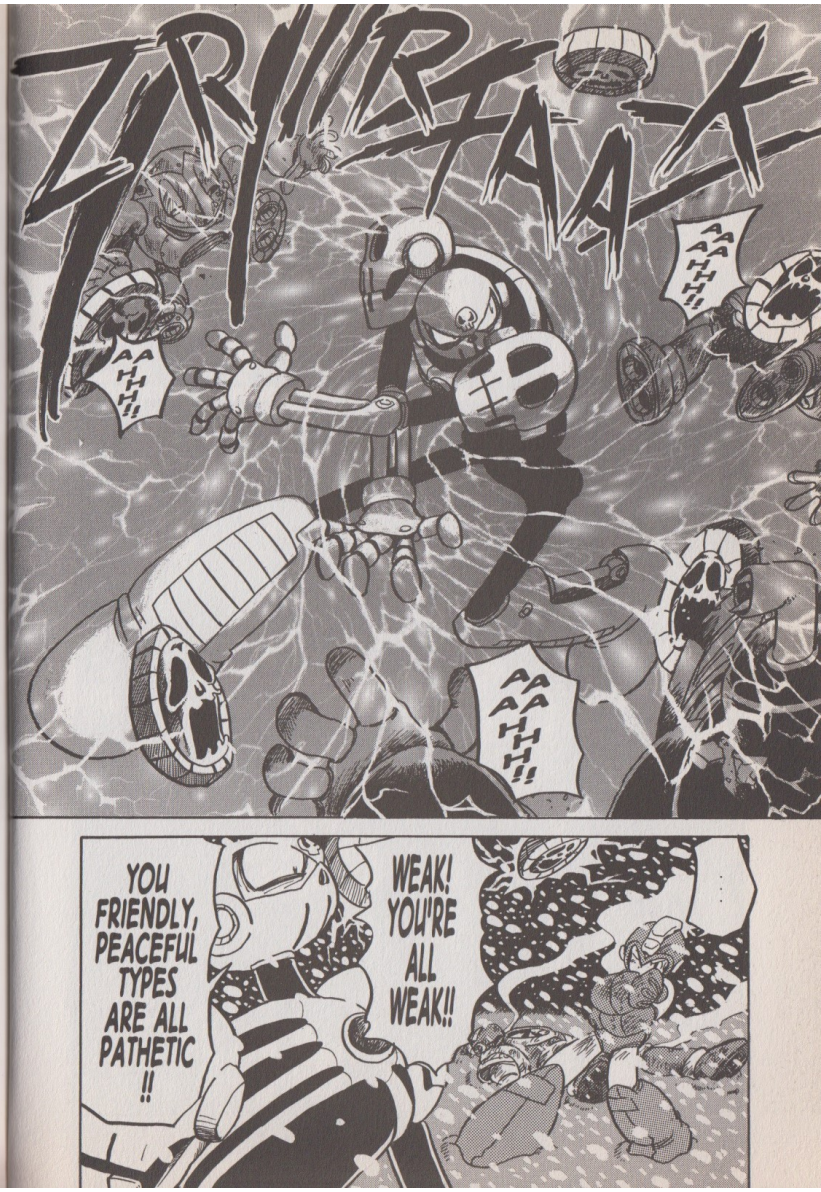
WOOOOOO
I JUST... DON'T WANT TO FIGHT ANYMORE ...
BRIGHT MAN ...
LEAVE HIM, THEN. THE BLIZZARD'S ONLY GETTING WORSE.
WHIMPER
I DON'T WANT TO...
PHARAOH... I'M SO SORRY. DRILL... DUST... ALL I COULD DO WAS HIDE...
WE'RE SUPPOSED TO BE BROTHERS ...
ARE YOU OKAY, KALINKA?
I'M ALL ALONE...
SOMEONE PLEASE HELP ME...
IT'S DARK...
!
ROLL!
IT'S COLD...

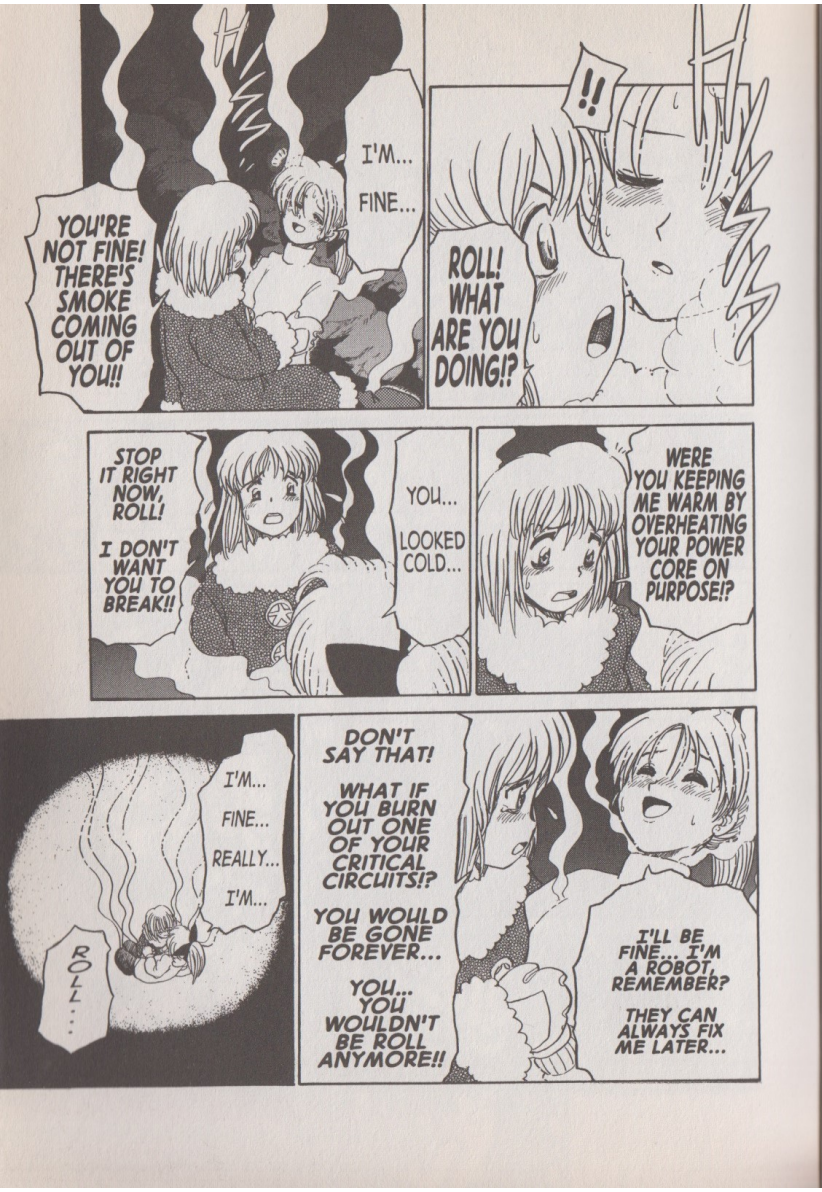

I SEE ...
EVEN IF WE COULD REPAIR THEM, WE DON'T HAVE THE PARTS WE'D NEED.
I WISH WE COULD DO MORE, BUT IT SEEMS WE WILL HAVE TO LEAVE THEM HERE FOR NOW.
HOW DO THEY LOOK?
HOW COULD YOU RUN AWAY, LEAVING MISS KALINKA LIKE THAT!?
I...
THE DAMAGE IS TOO SEVERE... WE DON'T HAVE THE SKILLS TO HELP THEM.
ROLL'S A ROBOT, BUT HUMANS WON'T LAST VERY LONG IN THIS WEATHER.
RIGHT NOW, OUR PRIORITY SHOULD BE FINDING DR. COSSACK AND KALINKA.
BUT HE ...
DIVE MAN, I THINK THAT'S ENOUGH.
COWARD!
PATHETIC!!
WHAT!? AFTER ALL THIS, HOW CAN YOU STILL TALK LIKE THAT!?
I... DON'T WANT TO GO... I...
HE'S RIGHT. LET'S PRESS ON.

IT'S STARTED !!
!!
WE'LL STAY HERE AND CHEER HIM ON!
CHEER!
IF YOU WANT TO KNOW, YOU'LL HAVE TO DEFEAT ME!
COME AT ME FOR REAL THIS TIME!!
WOOOOO
SKULL MAN ...
WHERE IS DR. COSSACK !?
TELL US WHERE MISS KALINKA AND ROLL ARE, TOO!!

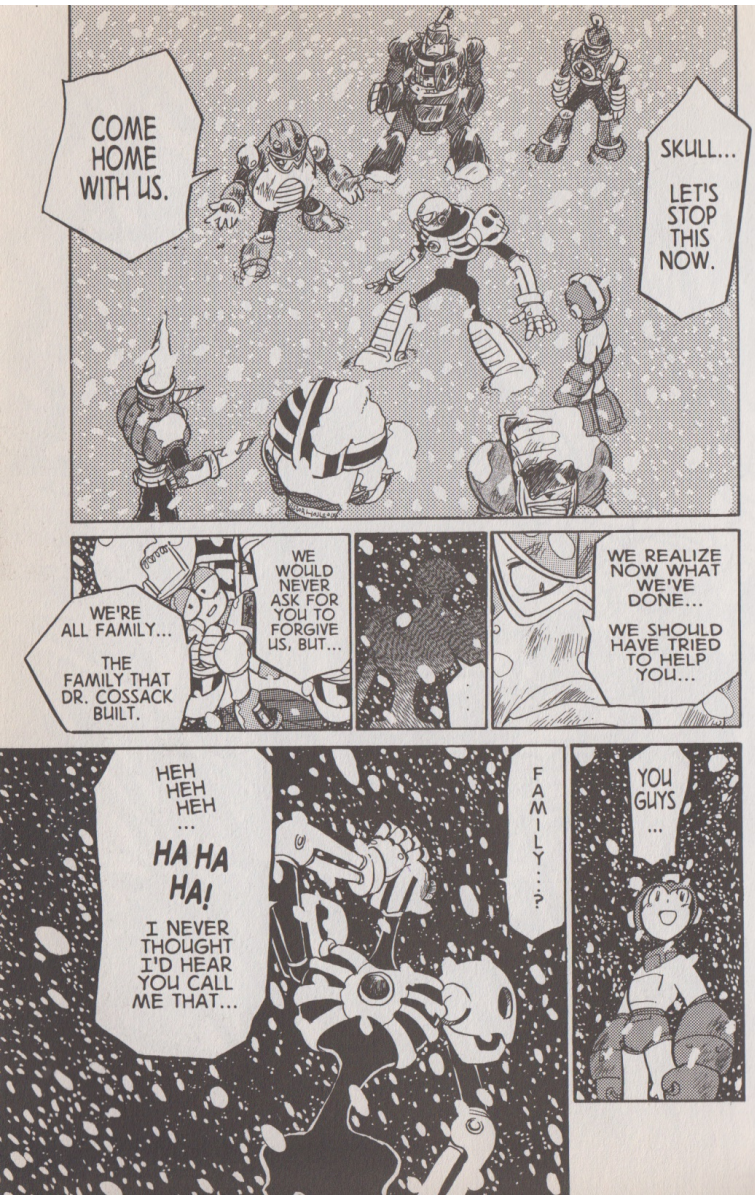

FAINT
KALINKA...
I HAVE AN IDEA!
THE COLD IS TOO HARSH FOR HER HUMAN BODY...
I DIDN'T SEE ANY SIGN OF ROCK OR THE OTHERS, EITHER.
I WENT OUT AS FAR AS I COULD, BUT I CAN'T TELL WHERE WE ARE.
OH NO...
WOOOOO
WARM
SKULL...
THERE GOES SKULL MAN...
SKULL MAN! SKULL MAN!!

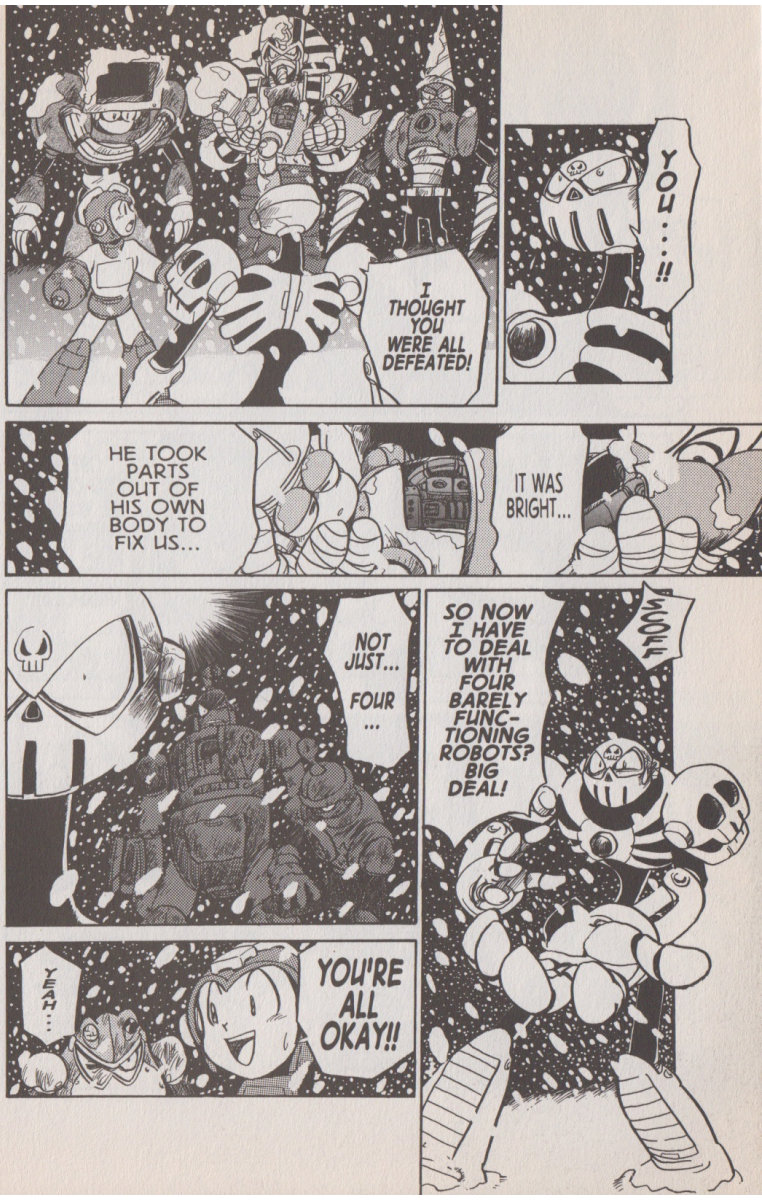
YOU'RE LIKE ME... WE'RE BROTHERS IN THE TRUEST SENSE. YOU ASKED TO BE MODIFIED FOR COMBAT, DIDN'T YOU? YOU WANTED THIS.
BUT NOT YOU, MEGA MAN...
YOU'RE DIFFERENT, AREN'T YOU?
MWA-HA HA HA HA!
SKULL MAN... TELL ME WHY...
IF YOU CARE ABOUT THOSE GIRLS, YOU'D BETTER NOT HOLD BACK!
SHOW ME WHAT YOU'VE GOT!
WHY DO YOU DO THIS TO YOURSELF!?
BOOM!


ZRYYRFAA-X
AAHH!!
AAHH!!
AAHH!!
YOU FRIENDLY, PEACEFUL TYPES ARE ALL PATHETIC !!
WEAK! YOU'RE ALL WEAK!!


YOU'RE NOT FINE! THERE'S SMOKE COMING OUT OF YOU!!
I'M... FINE...
!!
ROLL! WHAT ARE YOU DOING!?
STOP IT RIGHT NOW, ROLL!
I DON'T WANT YOU TO BREAK!!
YOU... LOOKED COLD...
WERE YOU KEEPING ME WARM BY OVERHEATING YOUR POWER CORE ON PURPOSE!?
I'M... FINE... REALLY... I'M...
ROLL...
DON'T SAY THAT!
WHAT IF YOU BURN OUT ONE OF YOUR CRITICAL CIRCUITS!?
YOU WOULD BE GONE FOREVER...
YOU... YOU WOULDN'T BE ROLL ANYMORE!!
I'LL BE FINE... I'M A ROBOT, REMEMBER?
THEY CAN ALWAYS FIX ME LATER...

HEH...
FZZ!
WHOA!
ZOOSH
YOU'LL HAVE TO DESTROY ME FIRST!
THAT'S IT... THAT'S THE SPIRIT! IF YOU WANT TO SAVE DR. COSSACK AND THE OTHERS...
I'M... WARM...?
ROLL... WHERE ARE YOU...?
SKULL...
GO, SKULL MAN!
SKULL MAN
DESTROY ME, MEGA MAN!!


COME HOME WITH US.
SKULL... LET'S STOP THIS NOW.
WE'RE ALL FAMILY... THE FAMILY THAT DR. COSSACK BUILT.
WE WOULD NEVER ASK FOR YOU TO FORGIVE US, BUT...
WE REALIZE NOW WHAT WE'VE DONE... WE SHOULD HAVE TRIED TO HELP YOU...
HEH HEH HEH ... HA HA HA! I NEVER THOUGHT I'D HEAR YOU CALL ME THAT...
FAMILY...?
YOU GUYS ...


I THOUGHT YOU WERE ALL DEFEATED!
YOU...!!
HE TOOK PARTS OUT OF HIS OWN BODY TO FIX US...
IT WAS BRIGHT...
NOT JUST... FOUR ...
SCOFF
SO NOW I HAVE TO DEAL WITH FOUR BARELY FUNC-TIONING ROBOTS? BIG DEAL!
YEAH...
YOU'RE ALL OKAY!!

WELL, IT'S TOO LITTLE ...
...TOO LATE!!

FAMILY ...?
I DON'T HAVE ANY FAMILY...
I DON'T NEED "FAMILY" ...
GRIP

SKULL...
WOOOOO
WOW, LOOK AT THAT! YOU'RE AMAZING, SKULL MAN!!
YOU'RE BRILLIANT! YOU'RE AWESOME !!
I NEVER EXPECTED IT TO GO SO WELL!
THIS IS GREAT!!
I CAN'T STAY HERE... I MUST GO AND SEE MEGA MAN'S DEMISE WITH MY OWN EYES!!
WAIT! PLEASE... PLEASE TAKE ME WITH YOU.
GREAT!
WHAT?
...
OH, VERY WELL.
VERY WELL!

WHAT ARE YOU SAYING? STOP IT!!
IF YOU WANT TO SHOOT SOMEONE, SHOOT ME!!
I'M THE ONE YOU HATE!
COSSACK...
THIS IS ALL MY FAULT!
I WAS THE ONE WHO TRIED TO AVERT MY EYES FROM YOUR EXISTENCE...
FROM WHAT YOU MEAN TO ME!
WERE YOU HOPING I'D FORGIVE YOU...?
HA! NOW? YOU SAY THIS TO ME NOW!?
HEH HEH.
HEH HEH.
SKULL MAN!
DON'T!!
CHOKしゃき!!
YOU'LL HAVE YOUR WISH!
I'LL SHOOT YOU!
I'LL SHOOT YOU RIGHT HERE!!

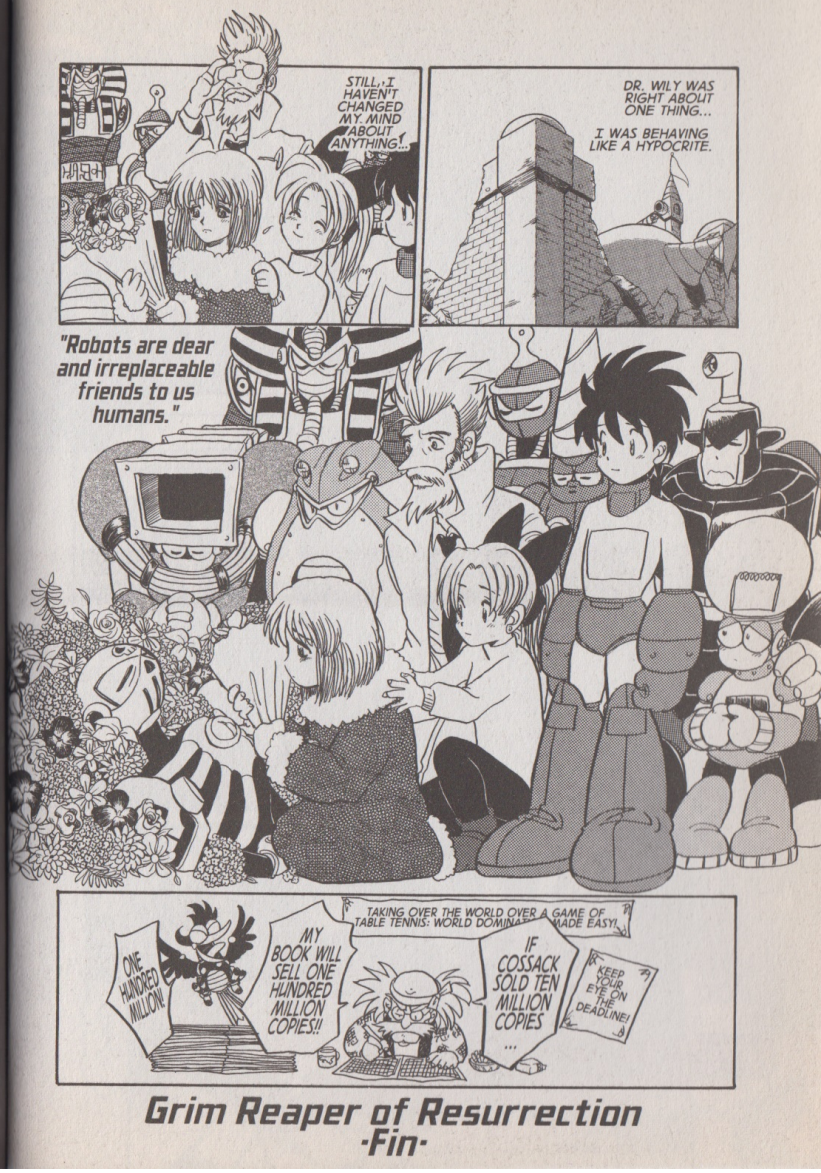
HOW CAN YOU STILL MOVE!?
IT'S GOING TO TAKE MORE THAN THAT TO STOP US.
WA...
YOU'RE WRONG... WE ARE YOUR FAMILY...
YOU ARE SURROUNDED BY FAMILY AND FRIENDS...
SKULL MAN... YOU'VE DONE ENOUGH... YOU DON'T HAVE TO DO THIS ANYMORE...
DO YOU ALL HAVE A DEATH WISH OR SOMETHING!?
YOU...
YOU...
WHAT'S GOING ON HERE!? EVERYONE'S STILL STANDING!
STANDING!
SKULL MAN...
THAT'S ENOUGH! STOP THIS AT ONCE!!
DR. COSSACK!!

HEH-HEH.
FAMILY, HUH...?
SOUNDS KIND OF NICE, ACTUALLY...
DOC... I JUST HAVE ONE FAVOR TO ASK OF YOU...
PLEASE... DON'T EVER BUILD ANOTHER ROBOT LIKE ME...
NO OTHER ROBOT NEEDS TO GO THROUGH ... WHAT I'VE GONE THROUGH ...
ROLL, LOOK! WE'RE SAVED!!
ROCK!!
KALINKA! ROLL!!

SKULL MAN!!
S...
HEH-HEH... THOSE ARE THE FIRST KIND WORDS YOU'VE EVER SPOKEN TO ME, DR. COSSACK ...
I'M SO SORRY... IT WAS WRONG OF ME TO DISREGARD YOUR FEELINGS... I MUST HAVE CAUSED YOU SO MUCH PAIN AND SUFFERING...
THANK YOU... MEGA MAN...
YOU SAVED ME FROM HARMING DR. COSSACK ...
ROCK... PLEASE FIND MY DAUGHTER FOR ME...
OKAY.
DON'T... WORRY ABOUT ME... I HAVE THE BEST SCIENTIST IN THE WORLD BY MY SIDE...
SKULL MAN ...
MEGA MAN... HURRY AND HEAD FOR THE AP COORDINATES... YOUR LADIES WILL BE WAITING FOR YOU THERE.

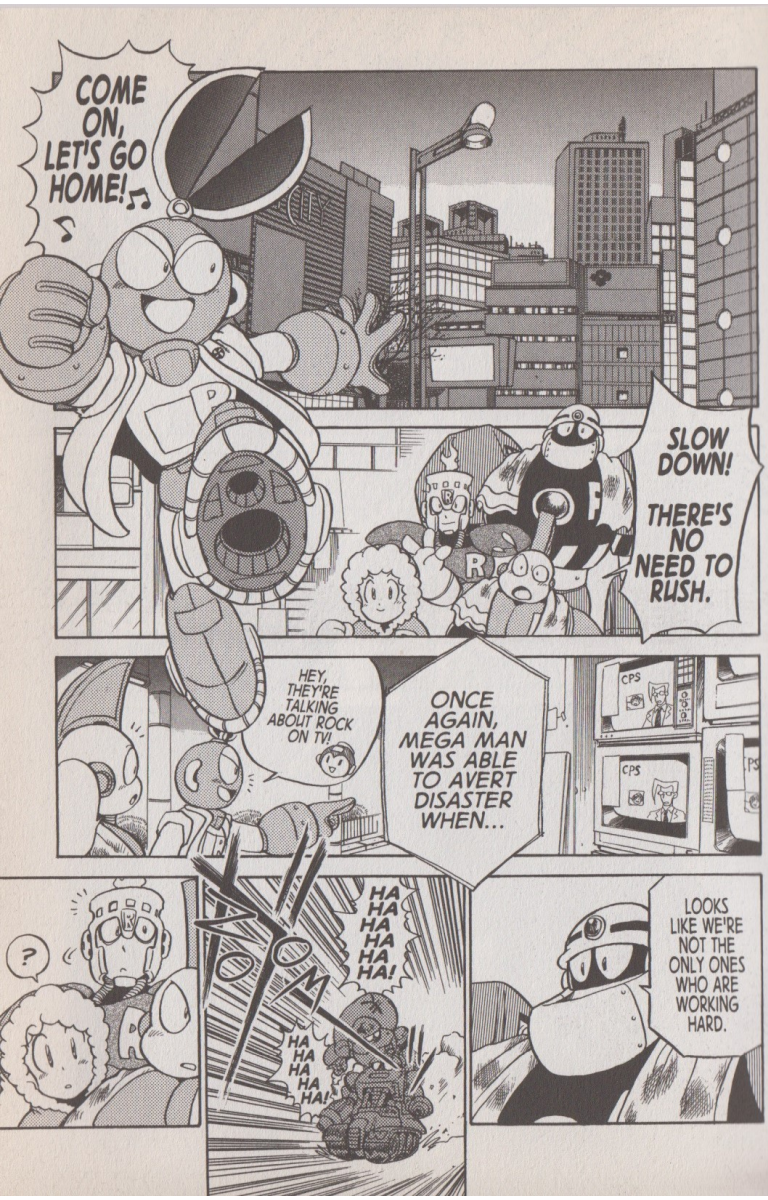
MEGA MAN

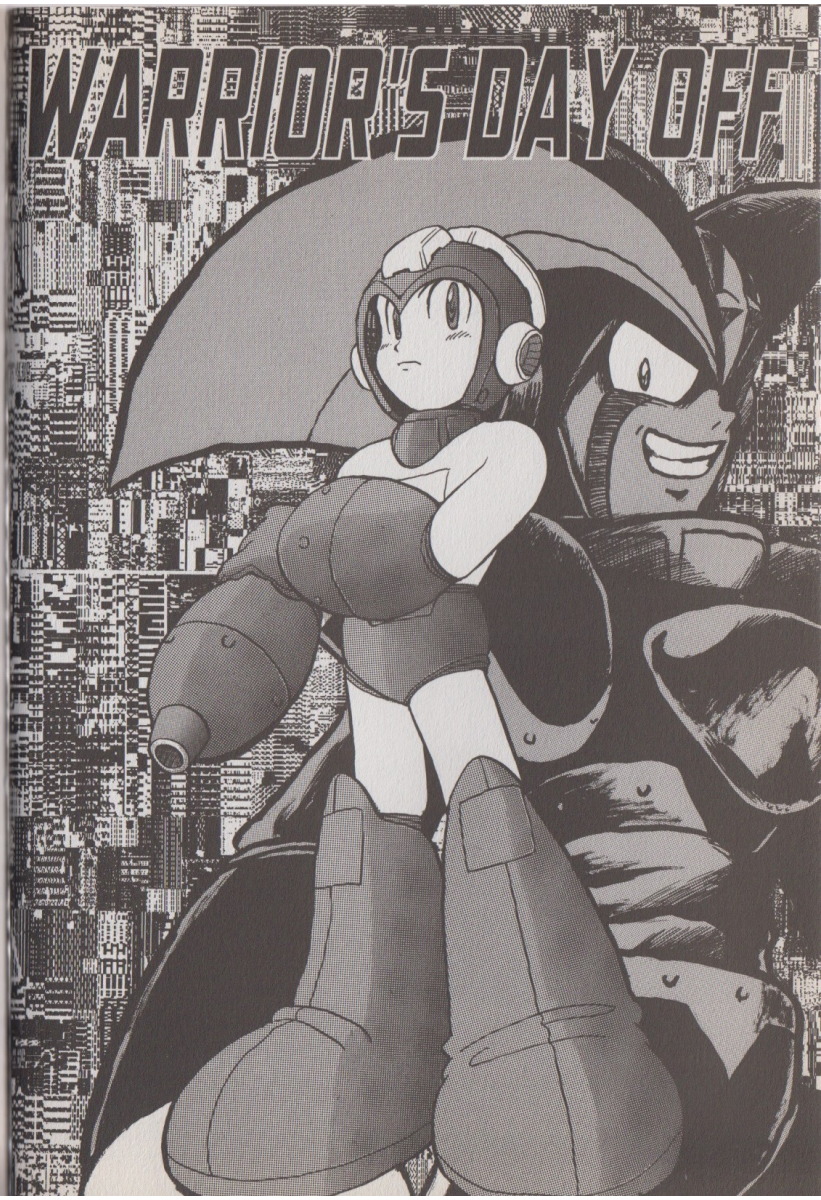
MEGAMIX



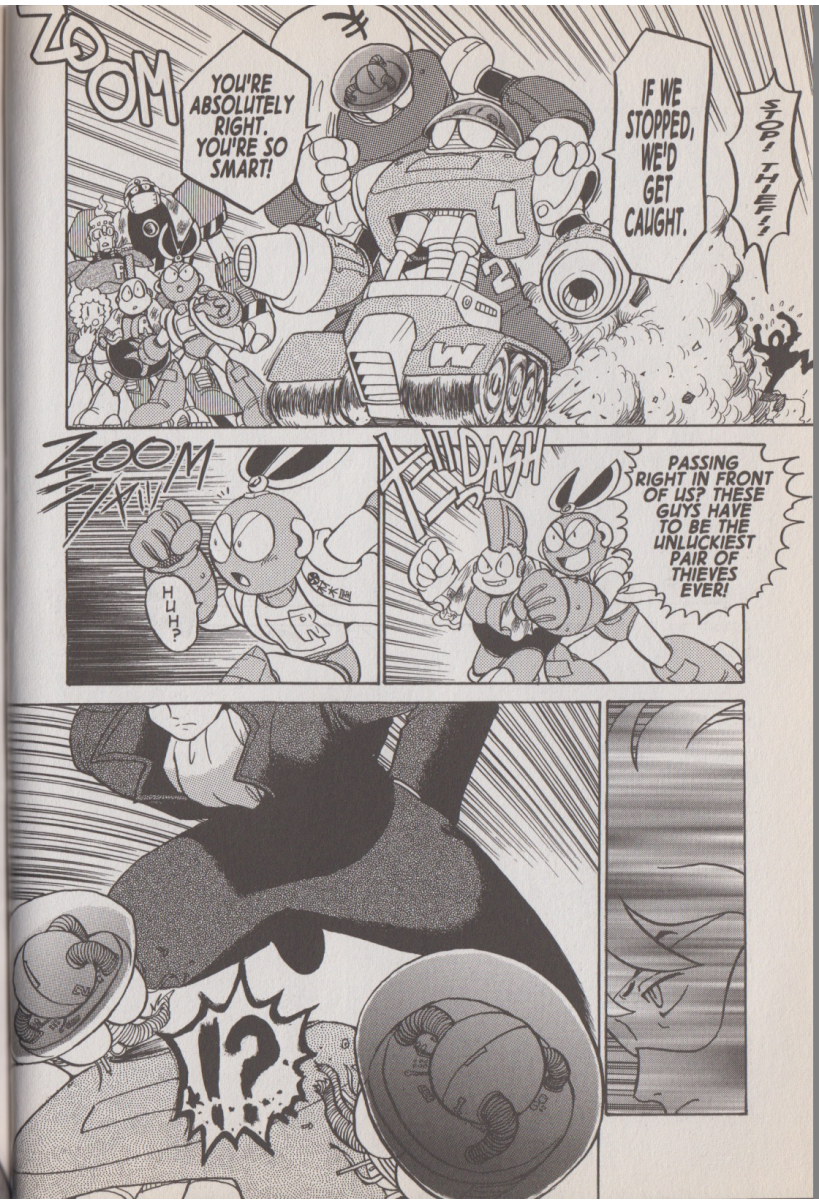
Grim Reaper of Resurrection

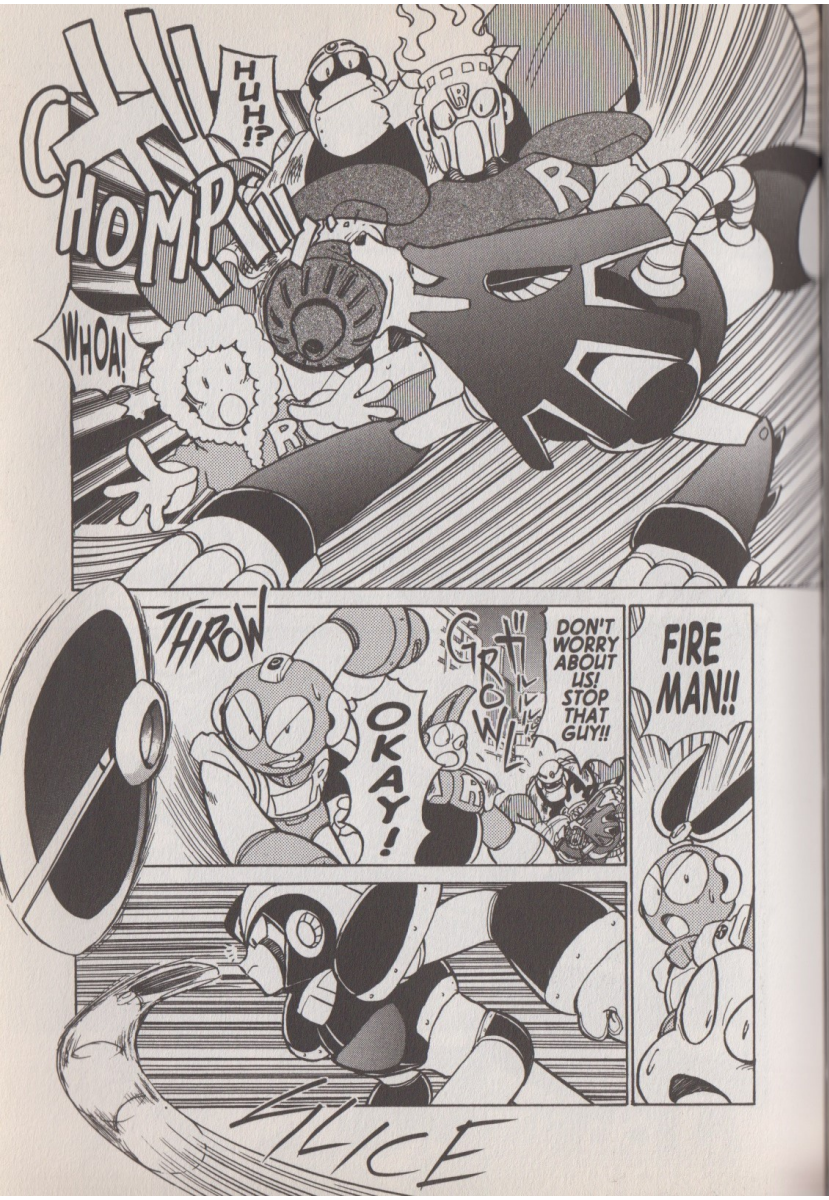
-Fin-


COME ON, LET'S GO HOME!♫
♪
SLOW DOWN!
THERE'S NO NEED TO RUSH.
HEY, THEY'RE TALKING ABOUT ROCK ON TV!
ONCE AGAIN, MEGA MAN WAS ABLE TO AVERT DISASTER WHEN...
CPS
?
ZOOM
HA HA HA HA HA!
HA HA HA HA HA!
LOOKS LIKE WE'RE NOT THE ONLY ONES WHO ARE WORKING HARD.


WARRIOR'S DAY OFF

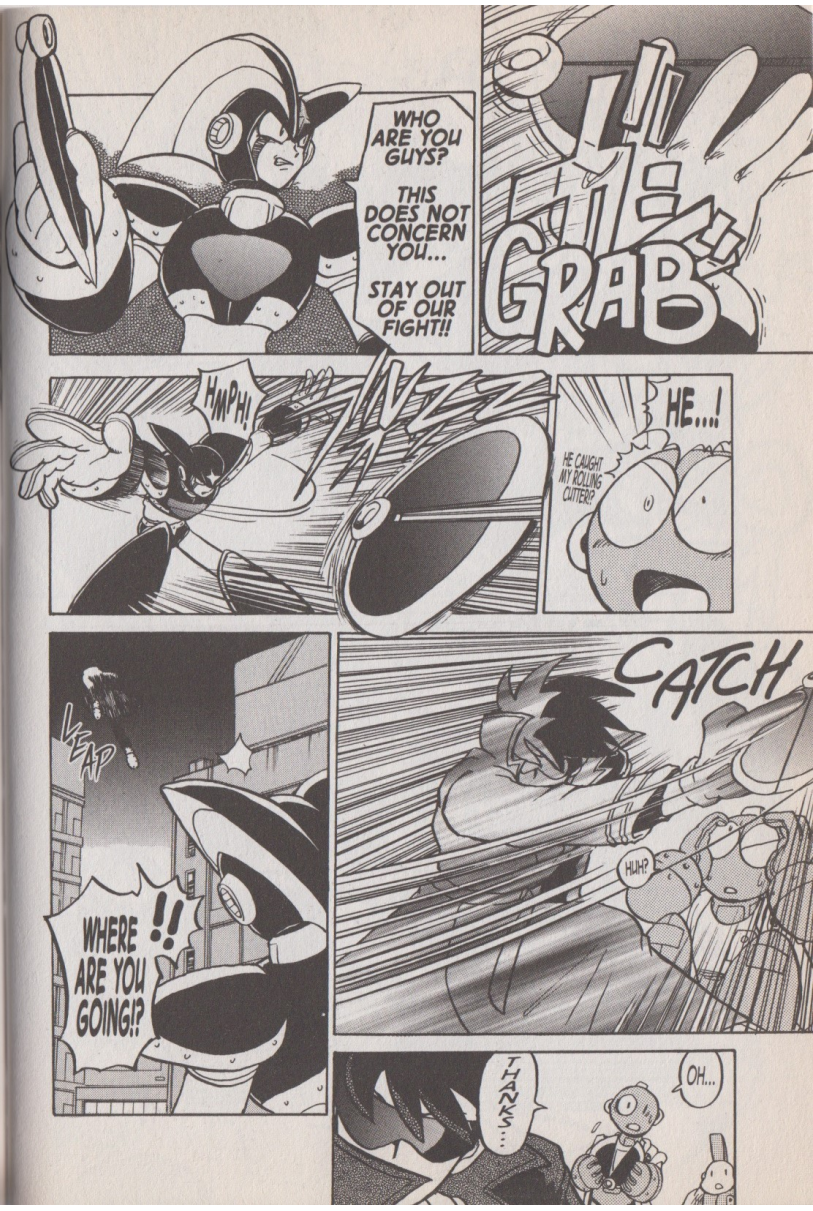
FUD
I AM UNSURE.
THUD THUD
WH- WHAT JUST HAPPENED !?
HEH. HEH. HEH.
WHO IS THAT GUY?
WOW...
I SAW THAT...
YOU'RE PRETTY STRONG, AREN'T YOU?
ANOTHER NEW GUY...?
?


ZOOM
YOU'RE ABSOLUTELY RIGHT. YOU'RE SO SMART!
IF WE STOPPED, WE'D GET CAUGHT.
STOP! THIEF!
ZOOM IN!
HUH?
DASH
PASSING RIGHT IN FRONT OF US? THESE GUYS HAVE TO BE THE UNLUCKIEST PAIR OF THIEVES EVER!
!?


CHOMP!!!
HUH!?
WHOA!
THROW
OKAY!
GRRR
GROWL
DON'T WORRY ABOUT US! STOP THAT GUY!!
FIRE MAN!!
SLICE

I CHALLENGE YOU TO A FIGHT!!
BABABOOM!!
BOOM!!
FOOSH
WE SHOULD STOP HIM!
AH!
AAAAHHH!!
BOOM
THAT GUY JUST OPENED FIRE IN THE MIDDLE OF TOWN!
WHAT THE....!?

HEY, HOLD UP!
COME ON, TREBLE!!
BAWAM!!
DR. WILY'S BASE (TEMPORARY)
WHO WERE THOSE GUYS...?
THERE, CHARGE MAN'S CHARGE TACKLE WILL THROW HIM OFF BALANCE ...
Bam
FIRST, WE LURE MEGA MAN OUT TO LOCATION ALPHA...
HEH! HEH! HEH!
Hey!
SPLASH
THAT'S WHEN WAVE MAN WILL USE HIS WATER WAVE TO PUSH MEGA MAN ALL THE WAY TO POINT BETA.

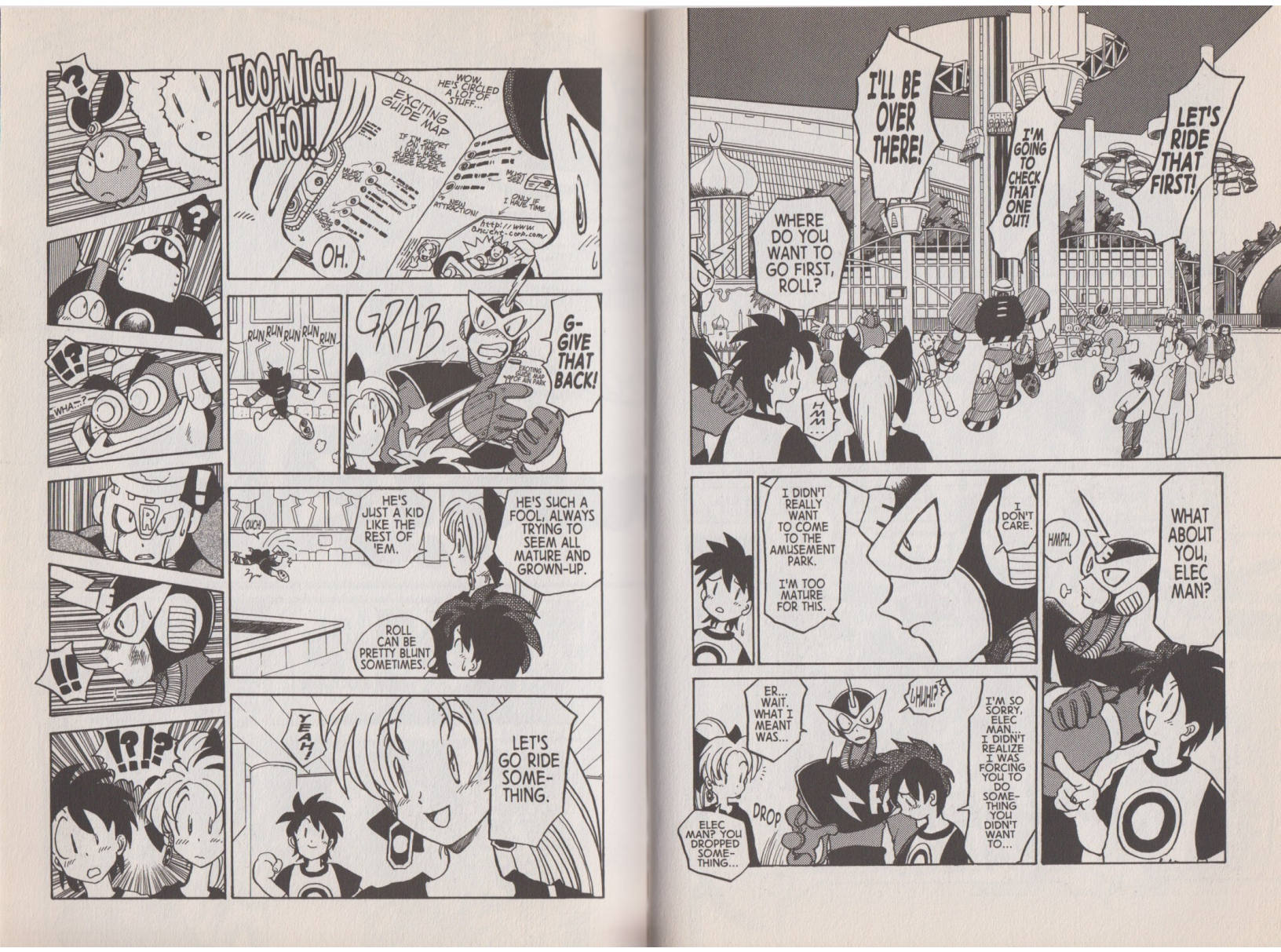

WHO ARE YOU GUYS?
THIS DOES NOT CONCERN YOU...
STAY OUT OF OUR FIGHT!!
GRAB
HMPH!
HE...!
HE CAUGHT MY ROLLING CUTTER?
LEAP
WHERE ARE YOU GOING!?
!!
CATCH
HUH?
THANKS...
OH...

SILENCE!!
KAW KAW KAW KAW!!
ONCE AGAIN, MEGA MAN WAS ABLE TO AVERT DISASTER WHEN...
AGAIN!
TV
WHERE DID THAT GOOD-FOR-NOTHING ROBOT RUN OFF TO, ANYWAY!?
PUNCH PUNCH PUNCH!
YOU TOO, BASS!!
I HATE YOU, MEGA MAN! I HATE YOU!!
WAM WAM WAM
GRRRRR!!
HEE-YAH!
YAH!
I'LL HAVE TO THINK TWICE BEFORE MAKING MY ROBOTS TOO POWERFUL...
IT SEEMS THE STRONGER THEY ARE, THE LESS OBEDIENT THEY ARE!!

WHRR
HA! HA! HA!
GRAVITY MAN WILL SEND MEGA MAN OUT INTO SPACE USING HIS GRAVITY HOLD...
NAPALM MAN'S NAPALM BOMBS WILL DAMAGE MEGA MAN EVEN MORE...
KA-BOOM
HEY!
CRYSTAL MAN WILL USE HIS CRYSTAL EYE TO WEAR MEGA MAN DOWN...
ME!!
OH, AND STAR MAN WILL BE SHIELDING EVERYONE WITH HIS STAR CRASH.
BY THE TIME MEGA MAN GETS UP THERE, GYRO MAN AND STONE MAN WILL BE WAITING TO LAUNCH A JOINT ATTACK.
WE'RE SORRY...
... OR AT LEAST IT WAS SUPPOSED TO BE...
TO BE...
IT'S THE PERFECT PLAN!!
WE SHALL CALL IT PLAN B! B IS FOR BEST!!
THERE IS NO DOUBT!!
PLAN!!
TADA
HOW COULD YOU ALL BE SO USELESS!?
HA! HA!
IT'S ALL YOUR FAULT!
IT'S ALL YOUR FAULT!!
SQUEEL

YOU GUYS ARE LIKE LITTLE KIDS.
...
WUT?
WE'LL SEE YOU LATER, DOCTOR!
Walks away
BE CAREFUL, YOU HEAR?
SAYS THE GUY WHO HAD TROUBLE SLEEPING LAST NIGHT BECAUSE HE WAS EXCITED!
GIGGLE
HEE HEE
GASP
EVERYONE'S AMUSEMENT PARK
PARK
THEY ALWAYS WORK SO HARD, IT'LL BE NICE FOR THEM TO HAVE A DAY OF FUN.
AMUSEMENT PARK!!

CAN'T YOU TELL? I'M HANGING THE LAUNDRY OUT TO DRY.
ROLL, WHAT ARE YOU DOING?
LOOK, I'LL EVEN THROW IN SOME FREE TICKETS TO THE AMUSEMENT PARK!
JUST TRY IT OUT FOR A MONTH! WHAT DO YOU SAY?
HMM ...
OH!
RIGHT ...
DON'T YOU REMEMBER WE'RE ALL SUPPOSED TO GO TO THE AMUSEMENT PARK TOGETHER TODAY?
THAT'S NOT WHAT I MEANT ...
READY?
† NEWSPAPER SOLICITOR
WHAT DO YOU MEAN? WE'RE GOING TO THE AMUSEMENT PARK, AREN'T WE?
WE'RE NOT GOING TO THE BEACH OR HIKING IN THE MOUNTAINS...
UH... WHERE DO YOU THINK YOU'RE GOING DRESSED LIKE THAT, AUTO?
CUT MAN, CAN YOU EXPLAIN IT TO HIM?
I CAN'T BELIEVE THIS...
SIGH
~EXCITED!
THE AMUSEMENT PARK! THE AMUSEMENT PARK! LET'S GO, LET'S GO!!


LET'S RIDE THAT FIRST!
I'M GOING TO CHECK THAT ONE OUT!
I'LL BE OVER THERE!
WHERE DO YOU WANT TO GO FIRST, ROLL?
HMM...
WHAT ABOUT YOU, ELEC MAN?
HMPH.
I DON'T CARE.
I DIDN'T REALLY WANT TO COME TO THE AMUSEMENT PARK.
I'M TOO MATURE FOR THIS.
I'M SO SORRY, ELEC MAN... I DIDN'T REALIZE I WAS FORCING YOU TO DO SOMETHING YOU DIDN'T WANT TO...
¿HUH!?
ER... WAIT. WHAT I MEANT WAS...
DROP
ELEC MAN? YOU DROPPED SOMETHING...
TOO MUCH INFO!!
WOW, HE'S CIRCLED A LOT OF STUFF...
EXCITING GUIDE MAP
IF I'M SHORT ON TIME I WILL MAKE SURE TO RIDE THESE RIDES...
MUST RIDE!
MUST SEE!
NEW ATTRACTION!
ONLY IF I HAVE TIME
http://www.ancient-corp.com/
OH.
RUN RUN RUN RUN RUN
GRAB
G-GIVE THAT BACK!
EXCITING GUIDE MAP OF AN PARK
WHA...?
OUCH!
HE'S JUST A KID LIKE THE REST OF 'EM.
HE'S SUCH A FOOL, ALWAYS TRYING TO SEEM ALL MATURE AND GROWN-UP.
ROLL CAN BE PRETTY BLUNT SOMETIMES.
YEAH!
LET'S GO RIDE SOMETHING.

PLEASE FORM A LINE HERE.
STAFF
RECEPTION
STAFF
SCRUBBING FLOOR
FRYING NOODLES
HUHwwww!?!?

I'M SUCH A ROLL FAN!
QUIET, YOU!
I SAW ROLL WITH THEM, TOO...

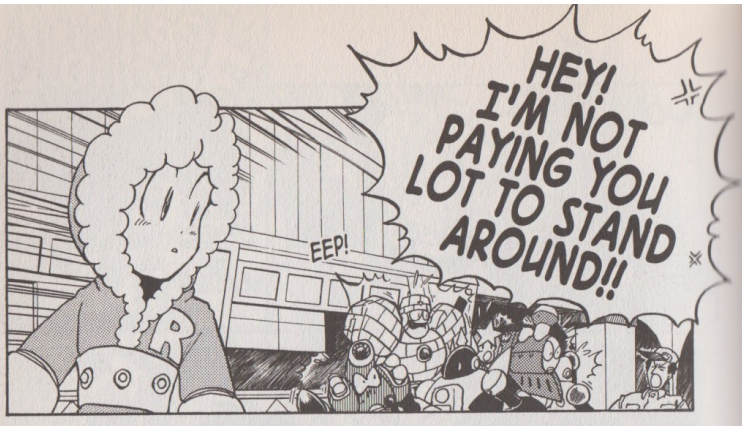
THOSE LIGHT ROBOTS ALWAYS SHOW UP AT THE WORST TIMES!
GRUMBLE
WAKU WAKU FAMILY

MEGA MAN AND THE OTHER LIGHT ROBOTS ARE HERE!!
WHAT? WHY!?
WE'RE JUST WORKING HERE...
WE'RE NOT DOING ANY-THING WRONG !!

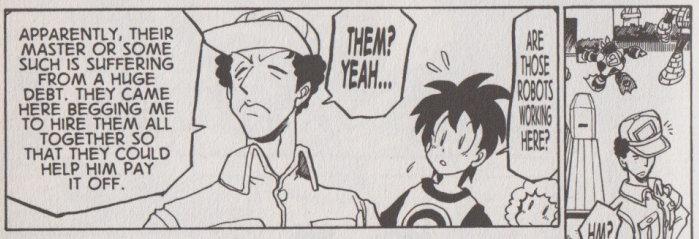
HE WENT TO WASH OFF THE DIRT FROM WHEN HE FELL DOWN.
WHAT WERE YOU DOING IN THE RESTROOM?
WAVE MAN WAS CLEANING THE RESTROOM ...

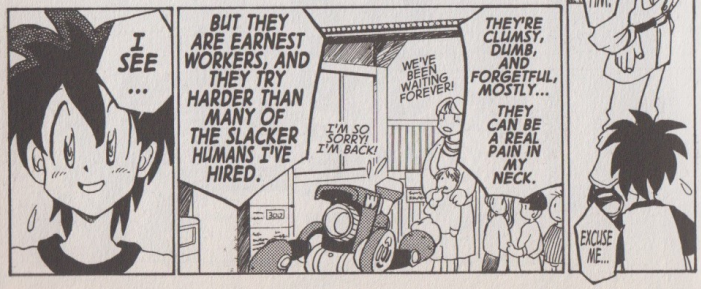
WHAT ARE THOSE WILY ROBOTS DOING HERE? THEY MUST BE UP TO NO GOOD!

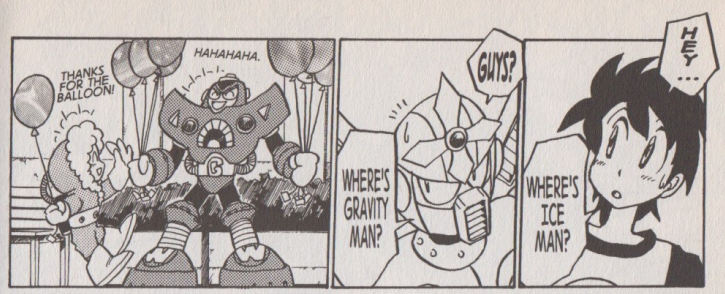
I JUST SAW GYRO MAN AT THE ROLLER COASTER... HE'S OPERATING THE RIDE!
CHARGE MAN IS ACTUALLY PULLING THE MINI-TRAIN AROUND FOR THE KIDS.
CRYSTAL MAN'S MAKING FRIED NOO-DLES!
WHAT'S GOING ON HERE!?

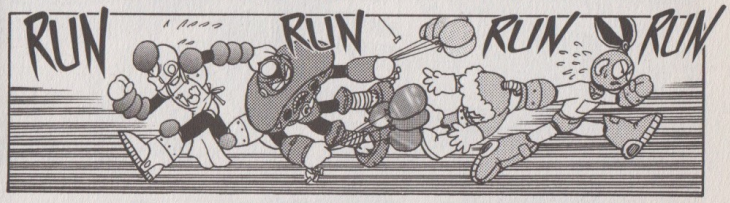

HEY! I'M NOT PAYING YOU LOT TO STAND AROUND!!
EEP!

!?
GET BACK TO YOUR STATIONS. NOW.
BOWS HEAD
WE'RE SORRY, BOSS!

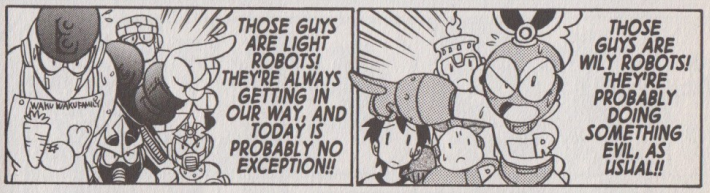

APPARENTLY, THEIR MASTER OR SOME SUCH IS SUFFERING FROM A HUGE DEBT. THEY CAME HERE BEGGING ME TO HIRE THEM ALL TOGETHER SO THAT THEY COULD HELP HIM PAY IT OFF.
THEM? YEAH...
ARE THOSE ROBOTS WORKING HERE?
HM?
EXCUSE ME...


I SEE ...
BUT THEY ARE EARNEST WORKERS, AND THEY TRY HARDER THAN MANY OF THE SLACKER HUMANS I'VE HIRED.
I'M SO SORRY! I'M BACK!
WE'VE BEEN WAITING FOREVER!
THEY'RE CLUMSY, DUMB, AND FORGETFUL, MOSTLY... THEY CAN BE A REAL PAIN IN MY NECK.

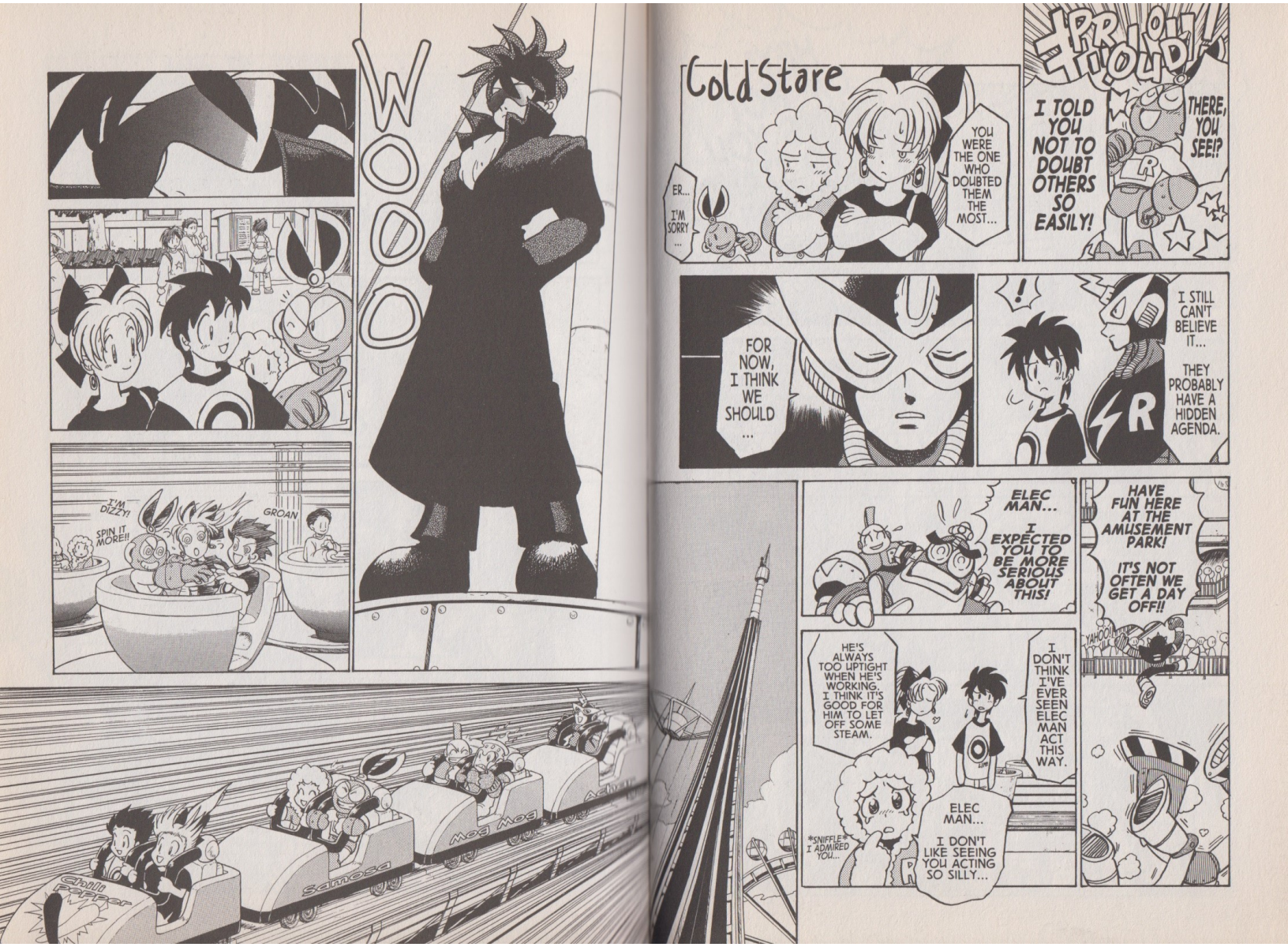

THANKS FOR THE BALLOON!
HAHAHAHA.
WHERE'S GRAVITY MAN?
GUYS?
WHERE'S ICE MAN?
HEY ...


RUN
RUN
RUN
RUN

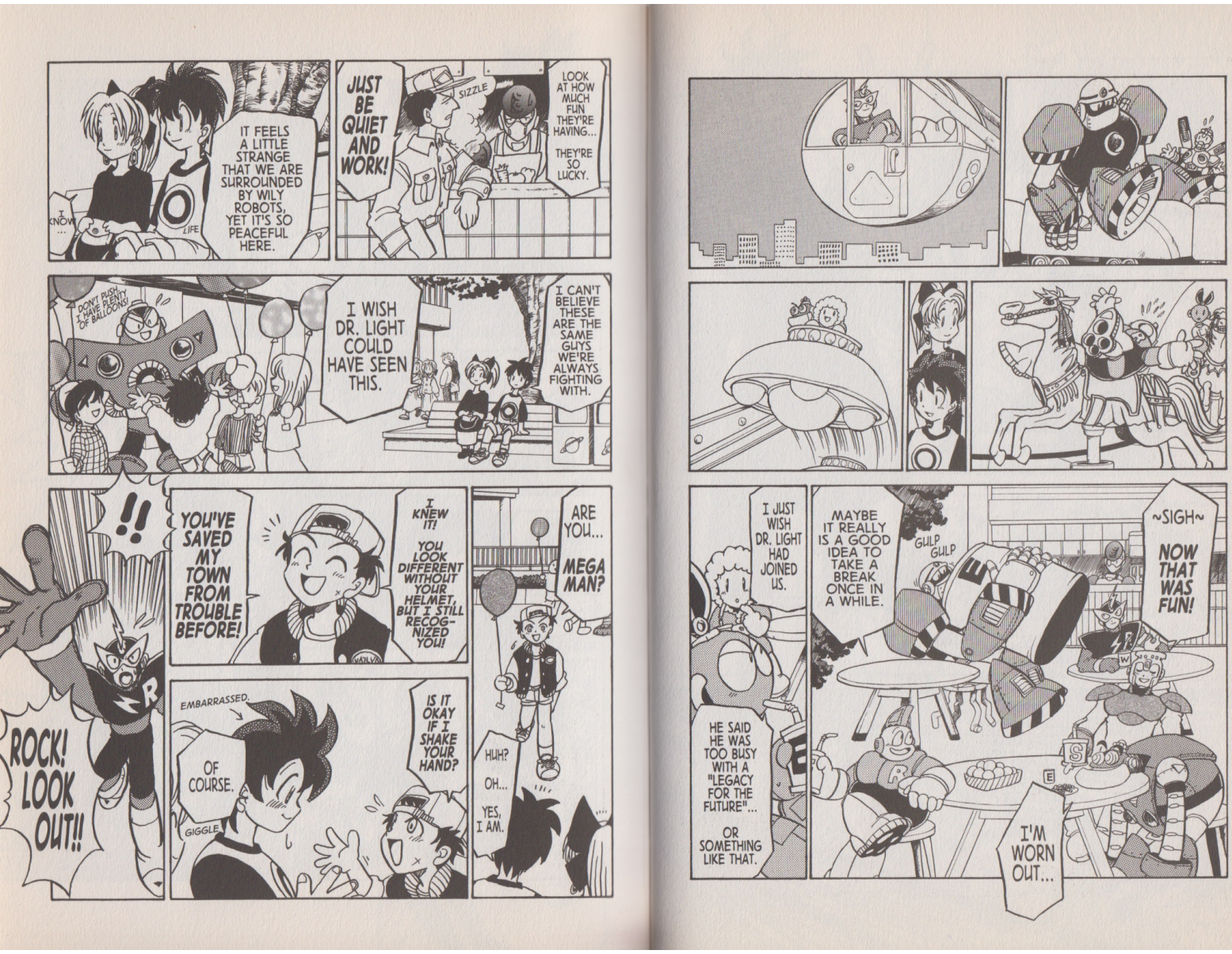
HUH ...?
WHAT DO YOU THINK YOU'RE DOING !?
HUH ...?
YOU MADE MY BALLOON FLY AWAY...
WHAT DO YOU THINK YOU'RE DOING !?


THOSE GUYS ARE LIGHT ROBOTS! THEY'RE ALWAYS GETTING IN OUR WAY, AND TODAY IS PROBABLY NO EXCEPTION!!
THOSE GUYS ARE WILY ROBOTS! THEY'RE PROBABLY DOING SOMETHING EVIL, AS USUAL!!

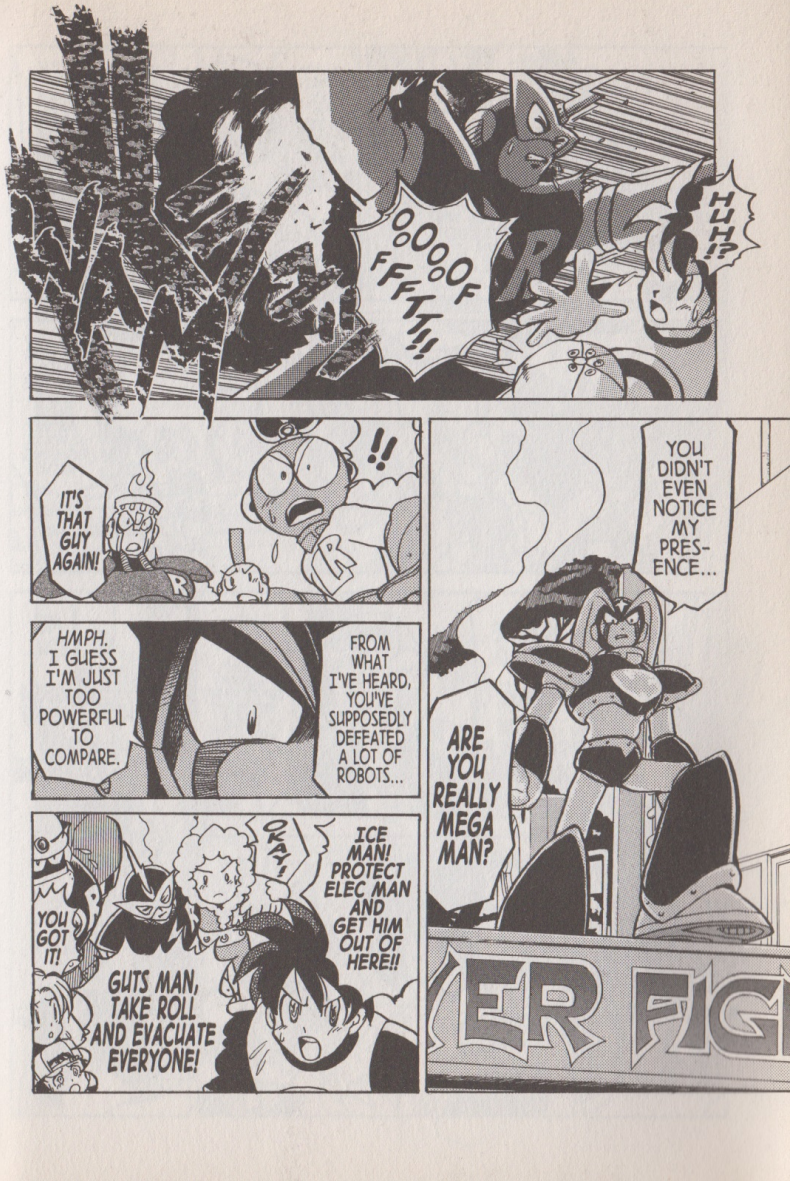
YES, REALLY !!
OH ... REALLY?
YES, REALLY !!
OH ... REALLY?



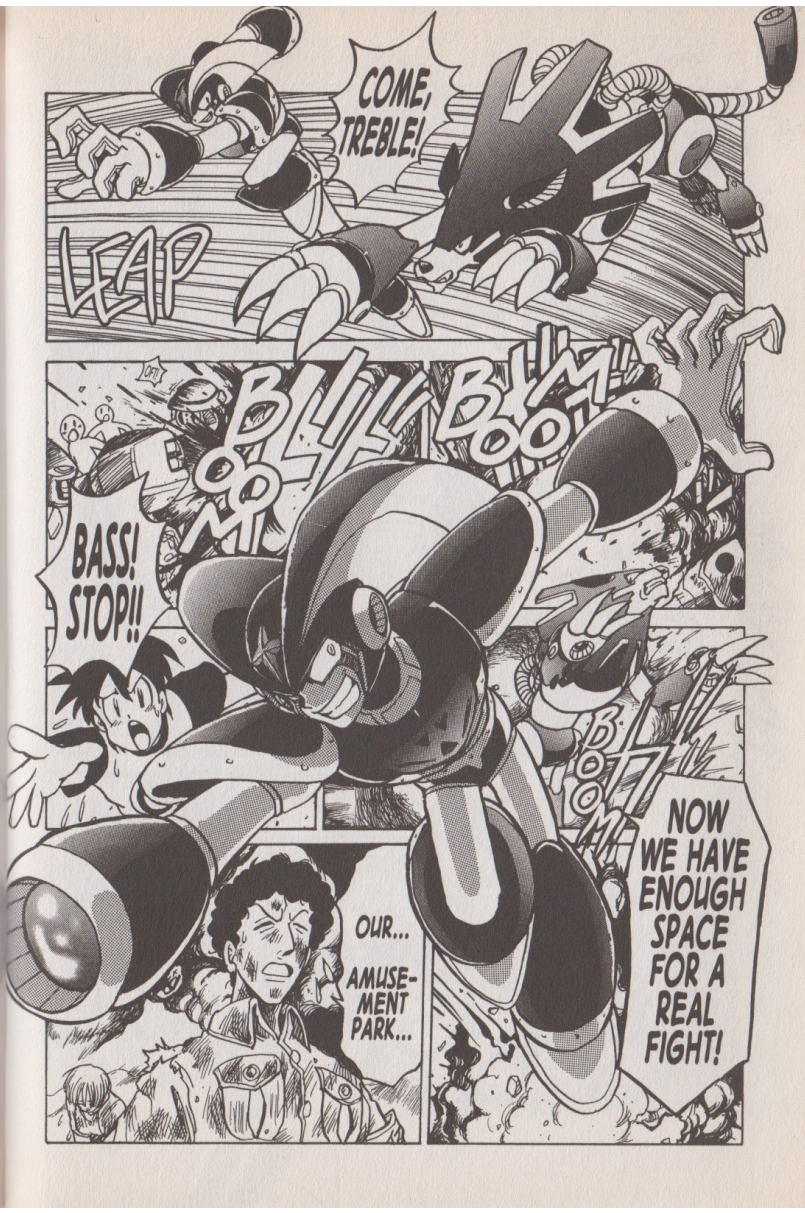
WOOOO
I'M DIZZY!
SPIN IT MORE!!
GROAN
Chili Pepper
Samosa
Mod Mod
Cold Stare
ER... I'M SORRY ...
YOU WERE THE ONE WHO DOUBTED THEM THE MOST...
I TOLD YOU NOT TO DOUBT OTHERS SO EASILY!
THERE, YOU SEE!?
FOR NOW, I THINK WE SHOULD ...
!
I STILL CAN'T BELIEVE IT...
THEY PROBABLY HAVE A HIDDEN AGENDA.
ELEC MAN... I EXPECTED YOU TO BE MORE SERIOUS ABOUT THIS!
HAVE FUN HERE AT THE AMUSEMENT PARK!
IT'S NOT OFTEN WE GET A DAY OFF!!
YAHOO!
HE'S ALWAYS TOO UPTIGHT WHEN HE'S WORKING. I THINK IT'S GOOD FOR HIM TO LET OFF SOME STEAM.
I DON'T THINK I'VE EVER SEEN ELEC MAN ACT THIS WAY.
SNIFFLE I ADMIRED YOU...
ELEC MAN... I DON'T LIKE SEEING YOU ACTING SO SILLY...


LOOK AT HOW MUCH FUN THEY'RE HAVING...
THEY'RE SO LUCKY.
SIZZLE
JUST BE QUIET AND WORK!
IT FEELS A LITTLE STRANGE THAT WE ARE SURROUNDED BY WILY ROBOTS, YET IT'S SO PEACEFUL HERE.
I KNOW...
LIFE
I CAN'T BELIEVE THESE ARE THE SAME GUYS WE'RE ALWAYS FIGHTING WITH.
I WISH DR. LIGHT COULD HAVE SEEN THIS.
DON'T PUSH. I HAVE PLENTY OF BALLOONS!
ARE YOU...
MEGA MAN?
HUH?
OH...
YES, I AM.
I KNEW IT!
YOU LOOK DIFFERENT WITHOUT YOUR HELMET, BUT I STILL RECOG-NIZED YOU!
YOU'VE SAVED MY TOWN FROM TROUBLE BEFORE!
IS IT OKAY IF I SHAKE YOUR HAND?
EMBARRASSED.
OF COURSE.
GIGGLE
!!
ROCK! LOOK OUT!!
~SIGH~
NOW THAT WAS FUN!
I'M WORN OUT...
GULP GULP
MAYBE IT REALLY IS A GOOD IDEA TO TAKE A BREAK ONCE IN A WHILE.
I JUST WISH DR. LIGHT HAD JOINED US.
HE SAID HE WAS TOO BUSY WITH A "LEGACY FOR THE FUTURE"...
OR SOMETHING LIKE THAT.

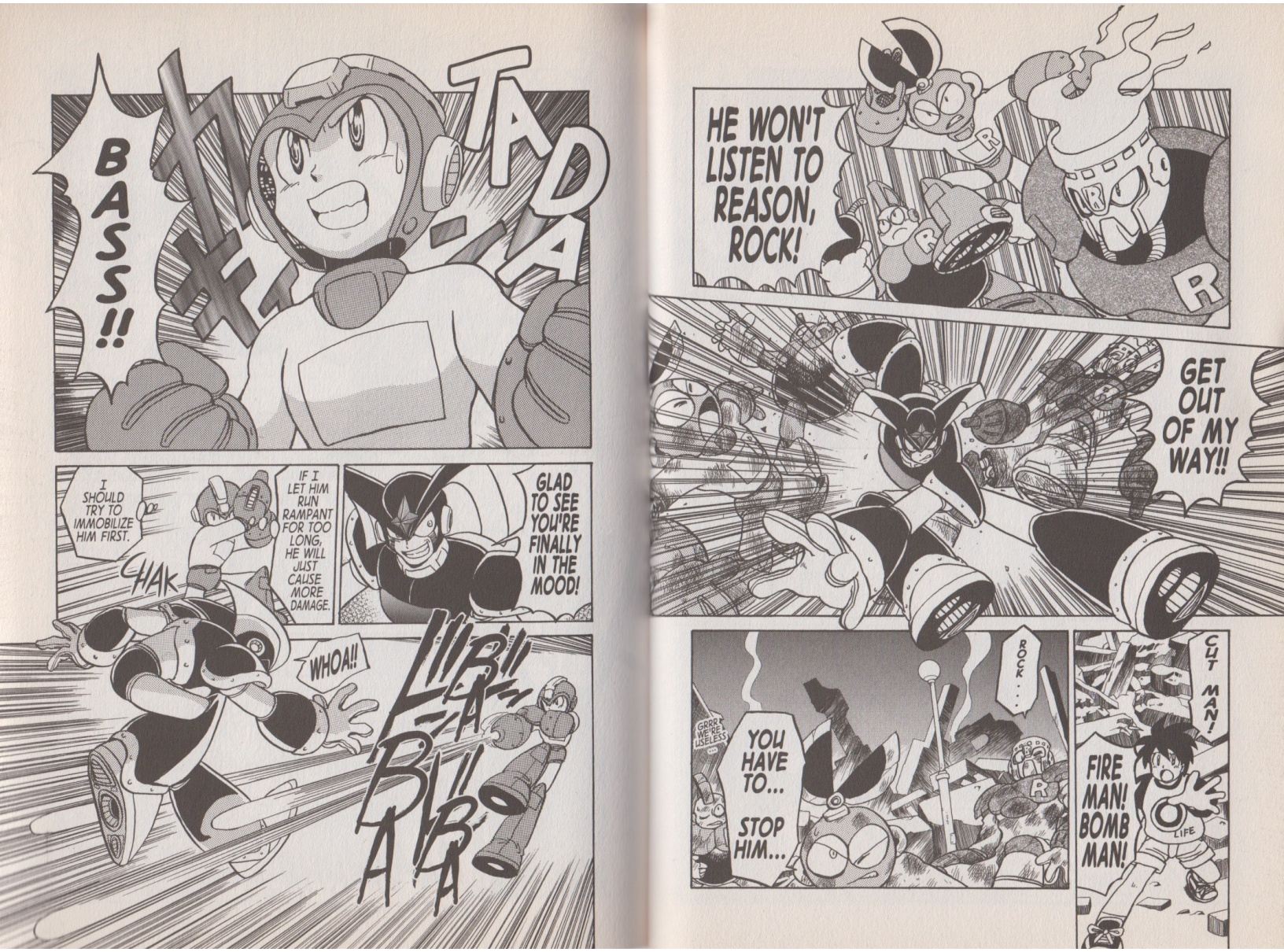
IS THIS PART OF A SHOW OR SOME-THING?
MURMUR
WHAT'S GOING ON?
WHAT'S HE DOING HERE!?
B-BASS!?
I AM BASS! THE MOST POWERFUL ROBOT IN THE WORLD!!
MEGA MAN...
HMPH.
WE DON'T HAVE MUCH ROOM HERE.
IS HE... ONE OF WILY'S ROBOTS...?
BUT BY TURNING YOU INTO SCRAP, I'LL BE ABLE TO PROVE THAT I AM STRONGER THAN YOU.
DR. WILY SEEMS TO THINK THAT YOU'RE THE MOST POWERFUL ...

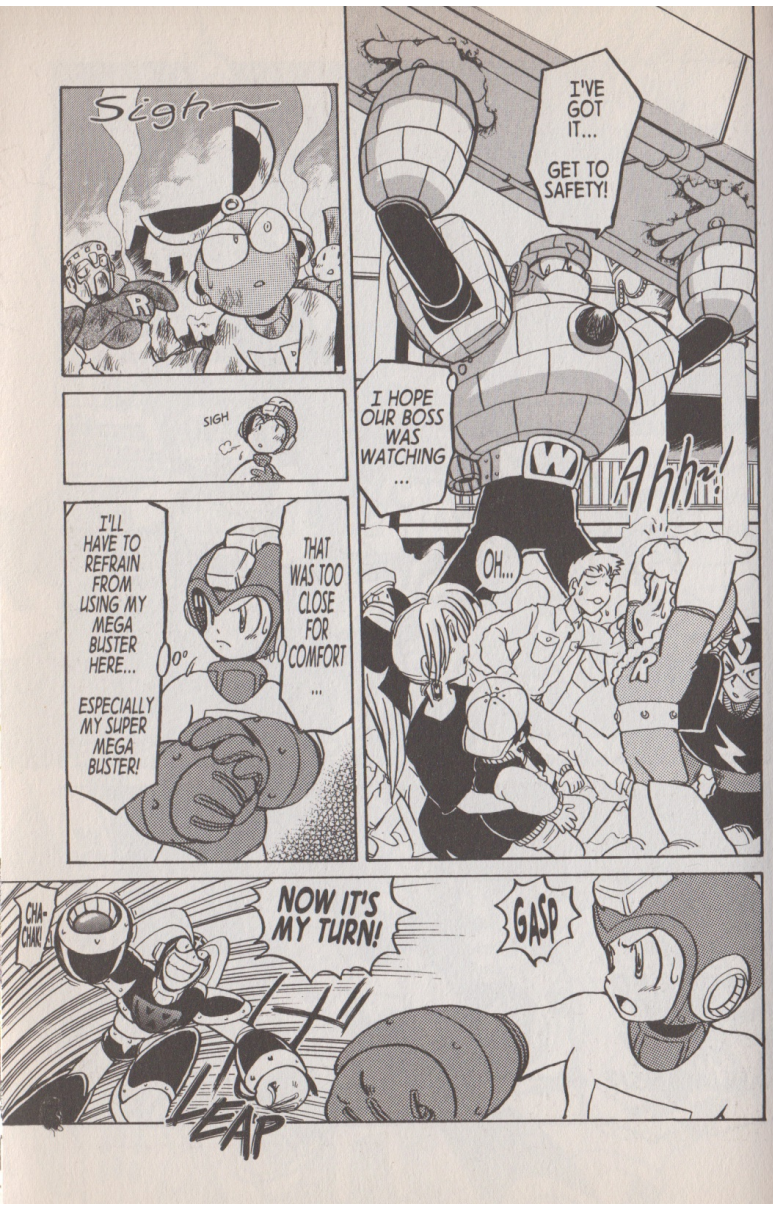

WAM
OOOOOFFFT!!
HUH!?
!!
IT'S THAT GUY AGAIN!
HMPH. I GUESS I'M JUST TOO POWERFUL TO COMPARE.
FROM WHAT I'VE HEARD, YOU'VE SUPPOSEDLY DEFEATED A LOT OF ROBOTS...
YOU DIDN'T EVEN NOTICE MY PRES-ENCE...
ARE YOU REALLY MEGA MAN?
OKAY!
YOU GOT IT!
ICE MAN! PROTECT ELEC MAN AND GET HIM OUT OF HERE!!
GUTS MAN, TAKE ROLL AND EVACUATE EVERYONE!

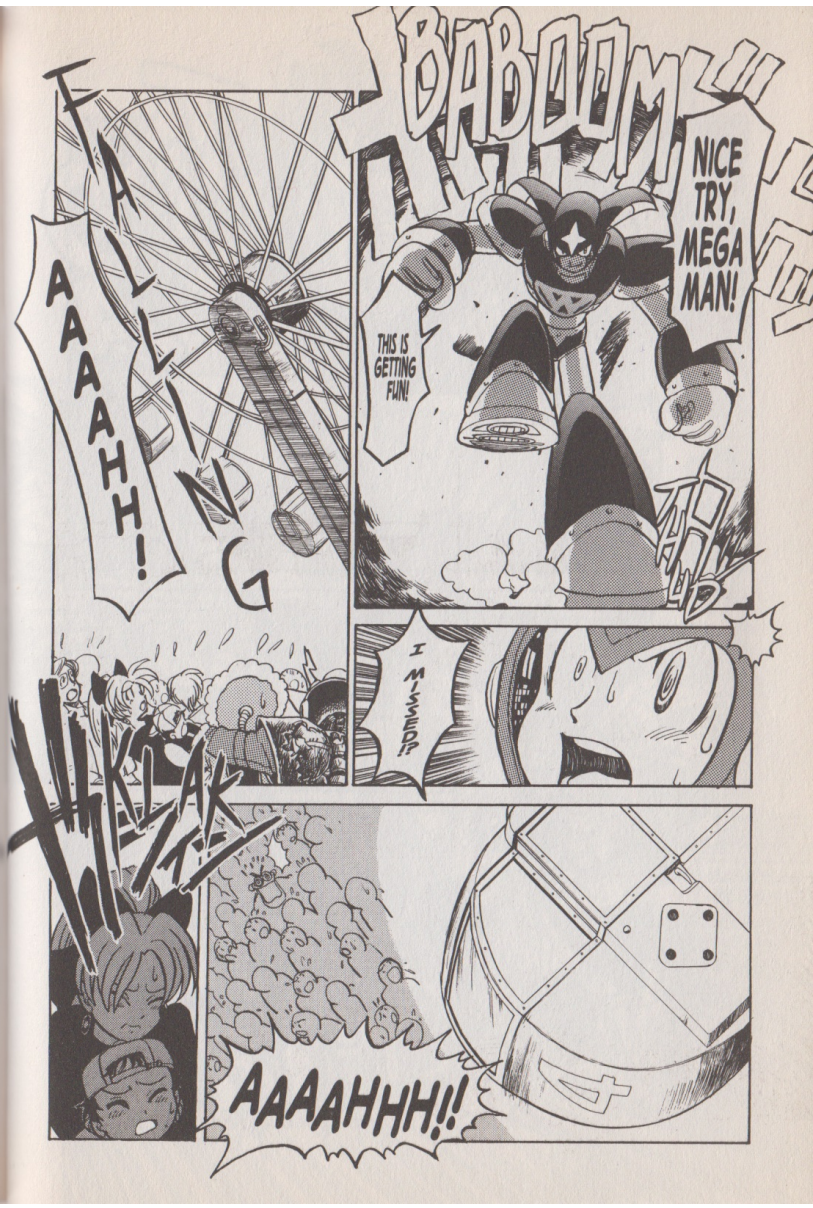
ドロロロ
AAAHH!
AAHH!
GROAN
HELP...ME...
AAAHHHH!!!
LOOK OUT!
THAT THING'S GONNA BLOW!!
MY BOY...
MY BOY!!
AAHH!
AAHH!
GYRO MAN!!

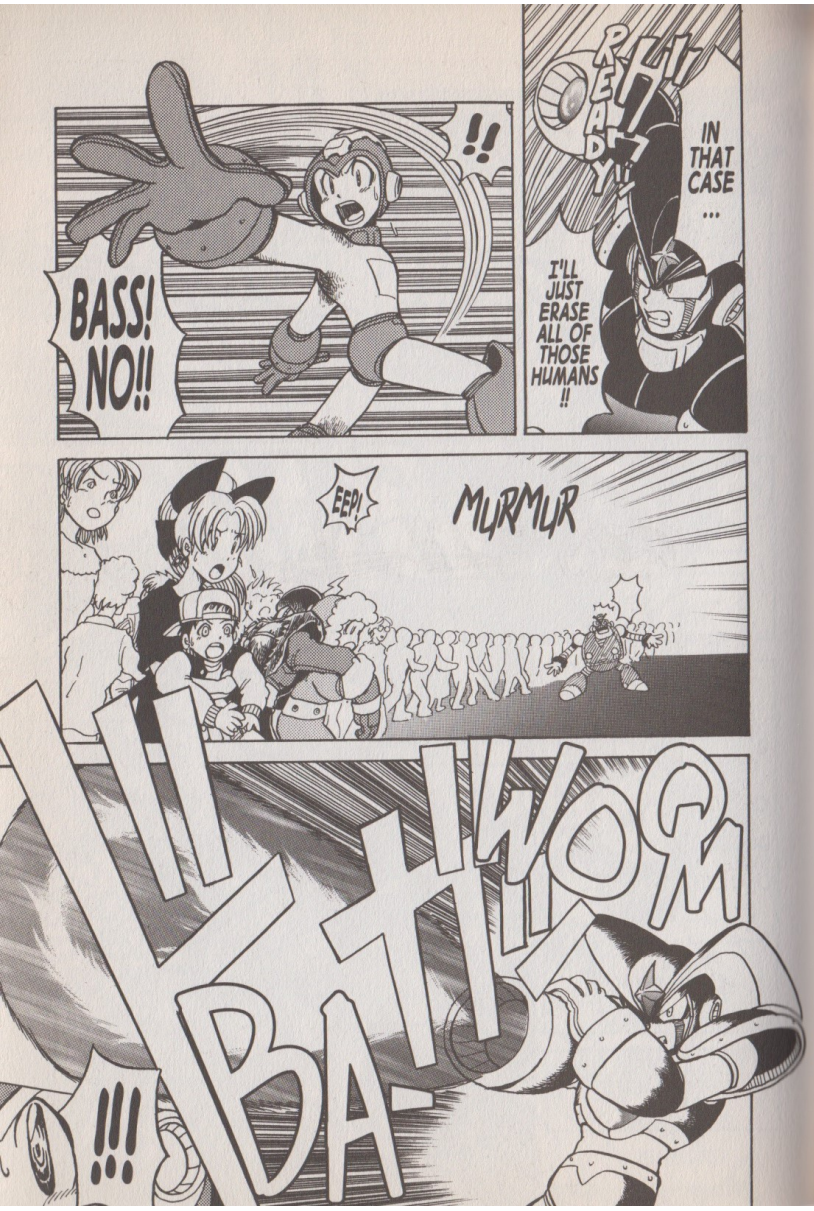

COME, TREBLE!
LEAP
BLAM BOOM
BASS! STOP!!
BOOM
OUR... AMUSEMENT PARK...
NOW WE HAVE ENOUGH SPACE FOR A REAL FIGHT!

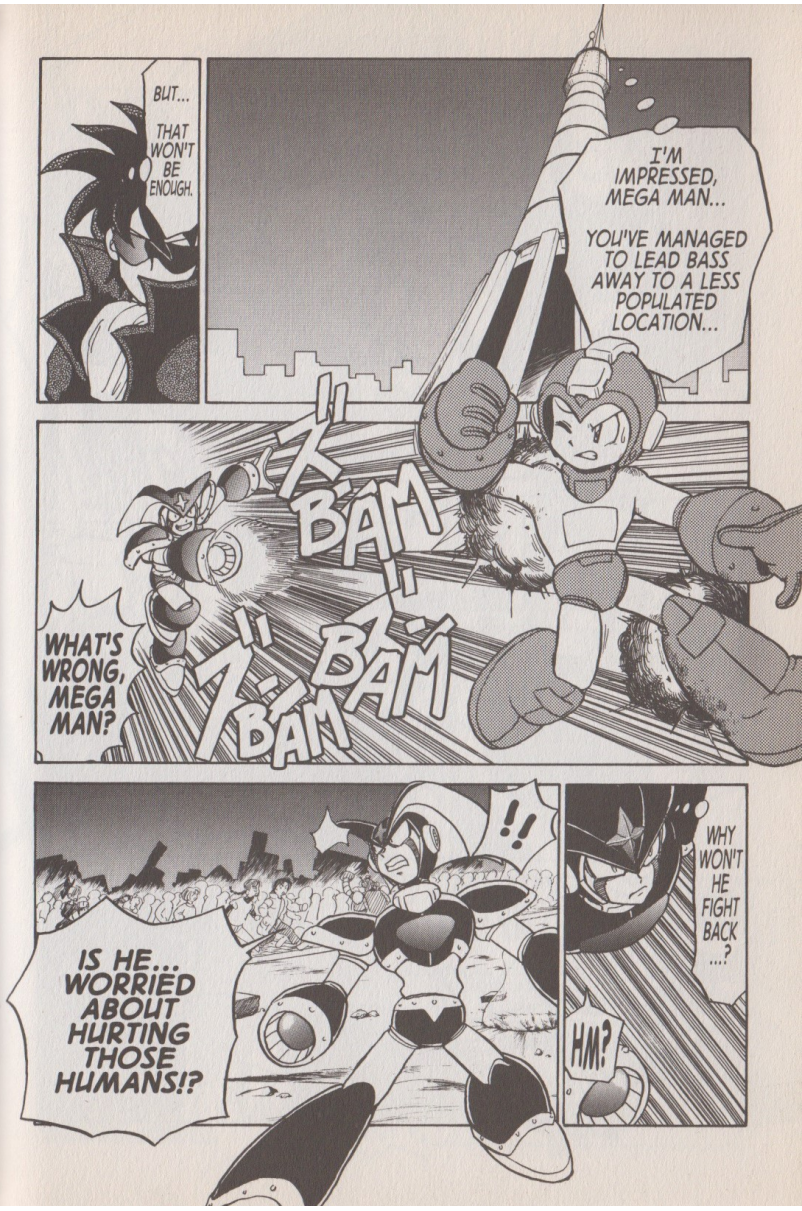
WHEW...
AND ... LIFT!
PLEASE GO! QUICKLY!
BOSS! IT'S TOO DANGER-OUS HERE! PLEASE ESCAPE WITH THE OTHERS!
BUT... WHAT ABOUT YOU GUYS?
US...?
WE SHALL STAY TO ENSURE THE SAFETY OF OUR CUSTOMERS !!
YOU GUYS ARE AMAZING! I'M SO PROUD OF YOU!!
THEY'RE HELPING.
GLARE
WHY, YOU ASK ...?
I'D LIKE TO KNOW WHY YOU'D WASTE TIME ASKING SUCH SILLY QUESTIONS!
BASS!!
WHY WOULD YOU DO SOMETHING LIKE THIS!?
FIGHT ME, MEGA MAN!
I AM HERE TO PROVE MY SUPERIORITY OVER YOU!!

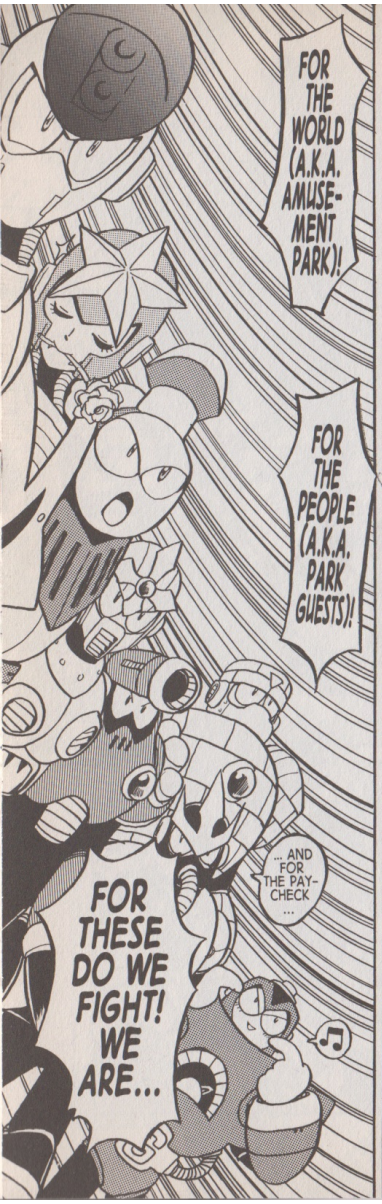

HE WON'T LISTEN TO REASON, ROCK!
GET OUT OF MY WAY!!
CUT MAN!
FIRE MAN! BOMB MAN!
LIFE
ROCK...
YOU HAVE TO... STOP HIM...
GRRR WE'RE USELESS
TADA
BASS!!
GLAD TO SEE YOU'RE FINALLY IN THE MOOD!
IF I LET HIM RUN RAMPANT FOR TOO LONG, HE WILL JUST CAUSE MORE DAMAGE.
I SHOULD TRY TO IMMOBILIZE HIM FIRST.
CHAK
WHOA!!

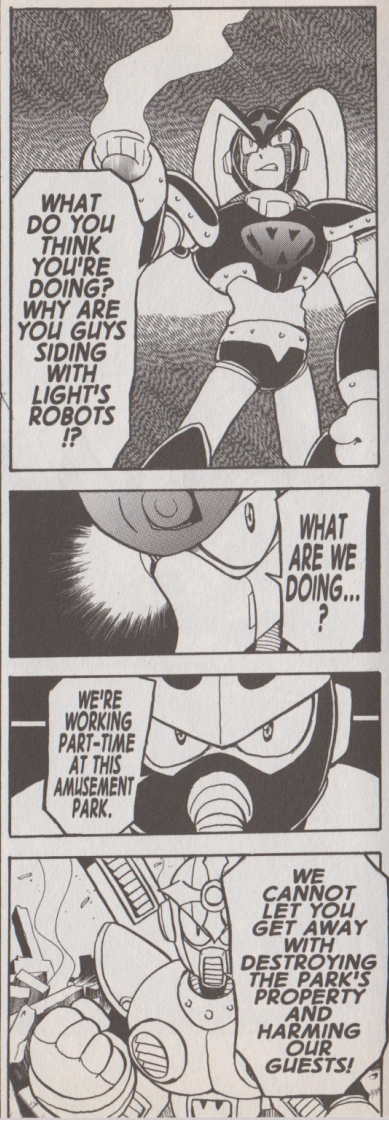

Sigh~
SIGH
I'VE GOT IT... GET TO SAFETY!
I HOPE OUR BOSS WAS WATCHING ...
Ahhh!
OH...
I'LL HAVE TO REFRAIN FROM USING MY MEGA BUSTER HERE... ESPECIALLY MY SUPER MEGA BUSTER!
THAT WAS TOO CLOSE FOR COMFORT ...
CHA-CHAC!
NOW IT'S MY TURN!
GASP
LEAP


FALLING
AAAAHH!
BABOOM
NICE TRY, MEGA MAN!
THIS IS GETTING FUN!
I MISSED!?
KLAK
AAAAHHH!!

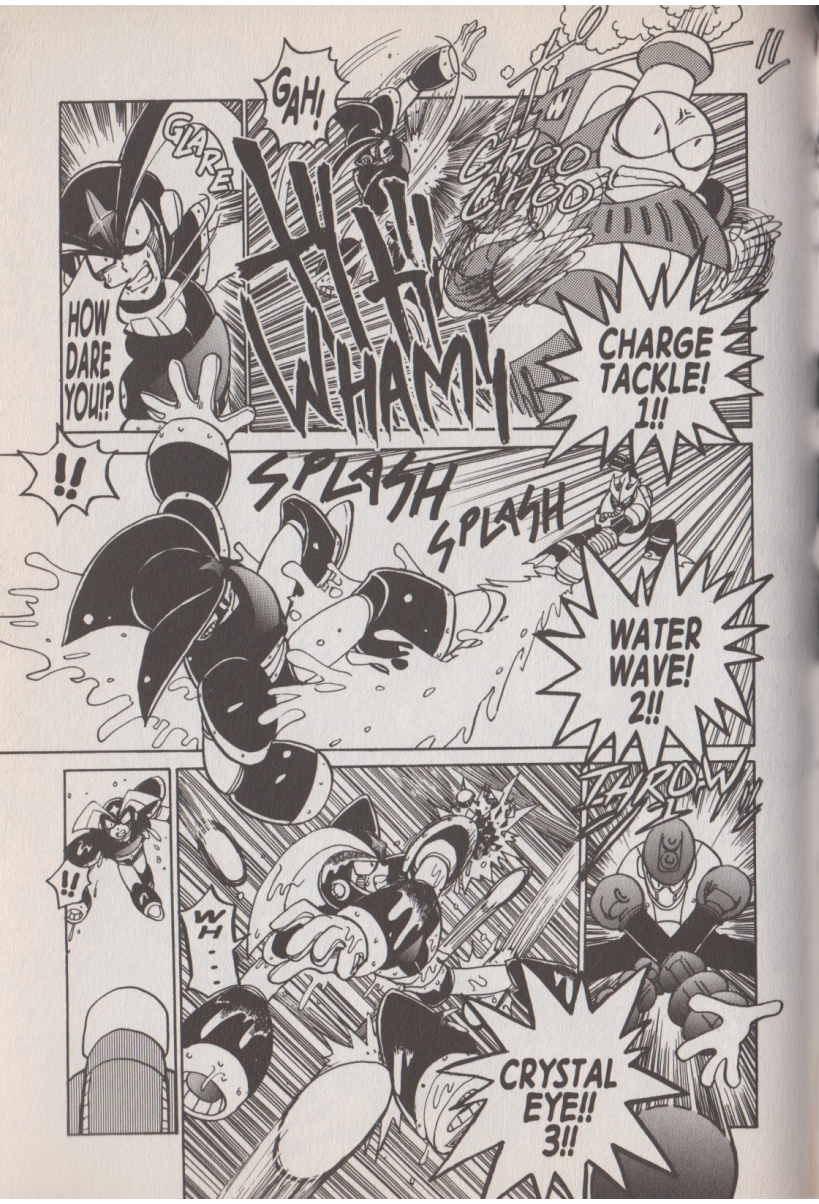

BASS! NO!!
!!
READY!!
IN THAT CASE ...
I'LL JUST ERASE ALL OF THOSE HUMANS !!
EEP!
MURMUR
!!!
BA-WOOM


BUT... THAT WON'T BE ENOUGH.
I'M IMPRESSED, MEGA MAN... YOU'VE MANAGED TO LEAD BASS AWAY TO A LESS POPULATED LOCATION...
BAM
BAM
BAM
WHAT'S WRONG, MEGA MAN?
!!
IS HE... WORRIED ABOUT HURTING THOSE HUMANS!?
WHY WON'T HE FIGHT BACK ...?
HM?

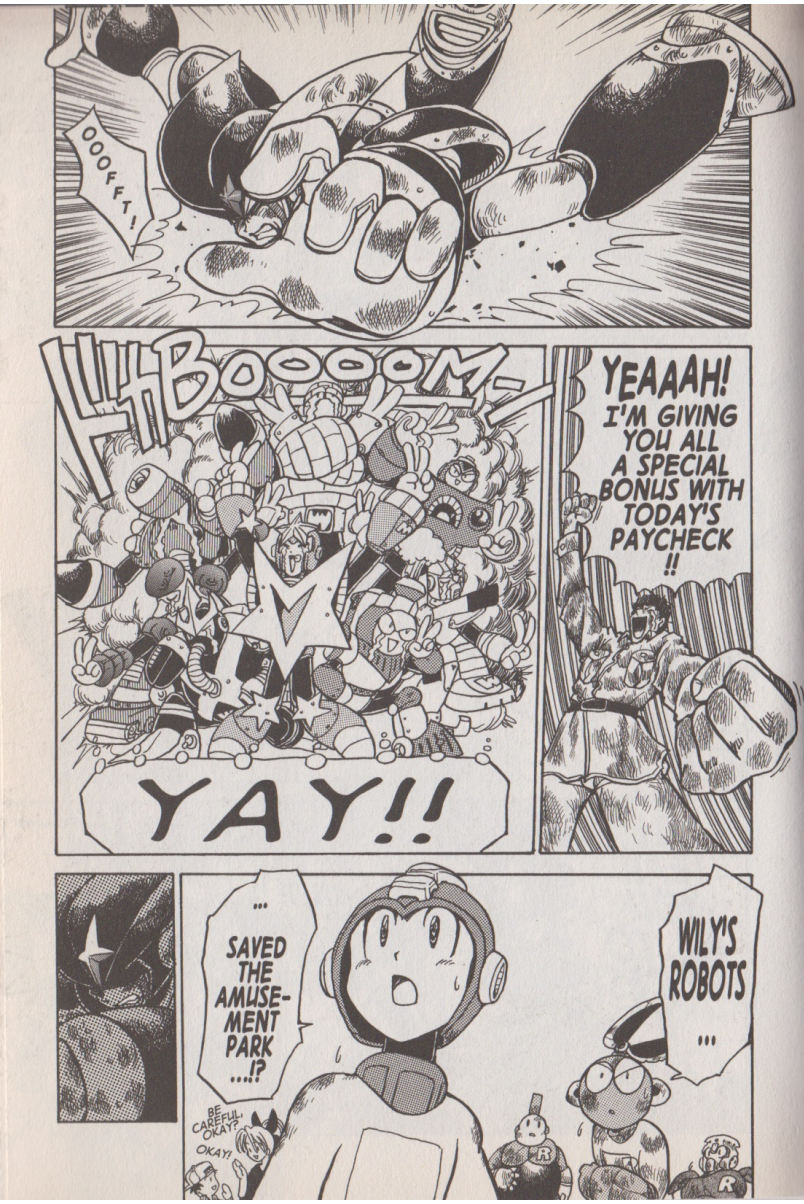

FOR THE WORLD (A.K.A. AMUSEMENT PARK)!
FOR THE PEOPLE (A.K.A. PARK GUESTS)!
... AND FOR THE PAY-CHECK ...
FOR THESE DO WE FIGHT! WE ARE...


WHAT DO YOU THINK YOU'RE DOING? WHY ARE YOU GUYS SIDING WITH LIGHT'S ROBOTS !?
WHAT ARE WE DOING... ?
WE'RE WORKING PART-TIME AT THIS AMUSEMENT PARK.
WE CANNOT LET YOU GET AWAY WITH DESTROYING THE PARK'S PROPERTY AND HARMING OUR GUESTS!

LEAP
AHH!! AHH!! AH!
RUSH RUSH RUSH
WHA ...
MY STAR CRASH IS INVINCIBLE! YOUR CHARGE SHOT DOESN'T STAND A CHANCE!
HA HA HA HA HA HA HA!
BUSTER

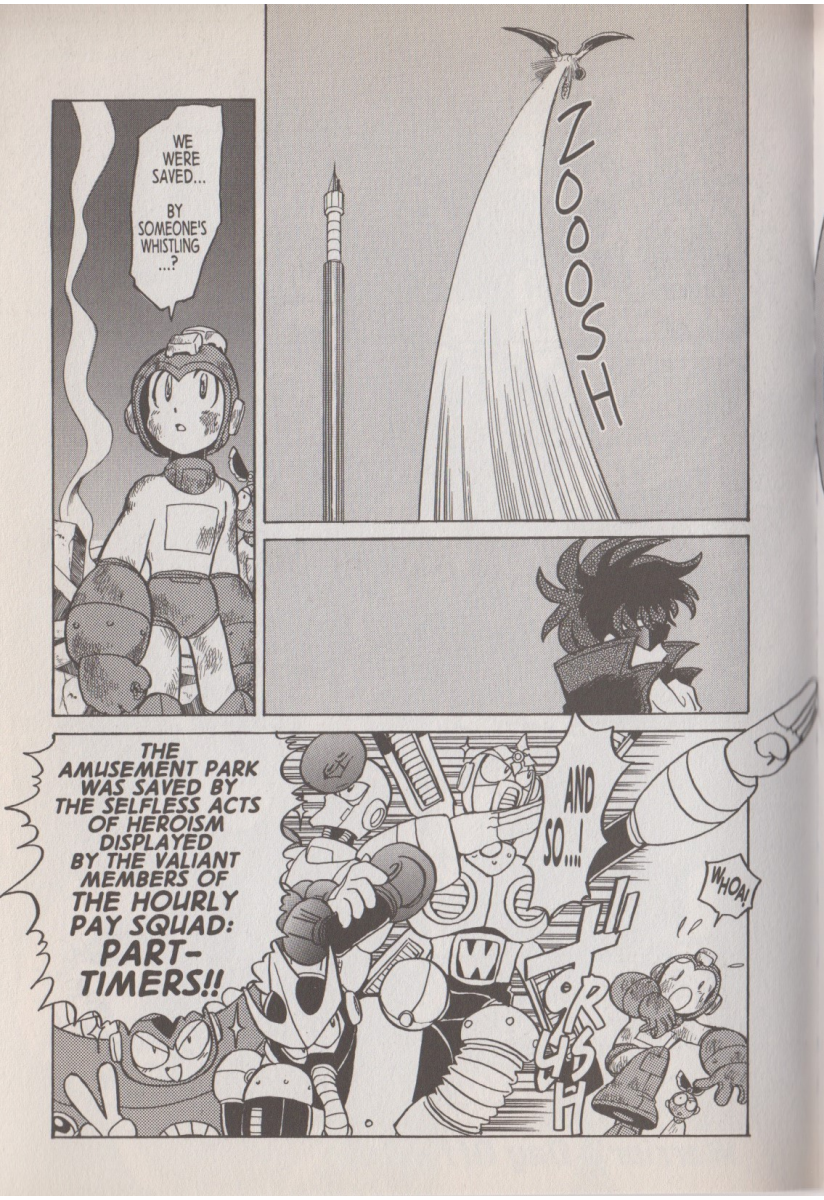

GAH!
GLARE
YAH!
WHAM!
CHOO CHOO
HOW DARE YOU!?
!!
SPLASH
SPLASH
CHARGE TACKLE! 1!!
WATER WAVE! 2!!
!!
WH--
CRYSTAL EYE!! 3!!

WE'LL PROTECT THIS AMUSEMENT PARK FROM THREATS LIKE YOU !!
THE HOURLY PAY SQUAD: PART-TIMERS !!
GO! PLAN B!!
CHUGGA CHUGGA
YOU...
YOU'VE GOT TO BE KIDDING ME!!
GRR

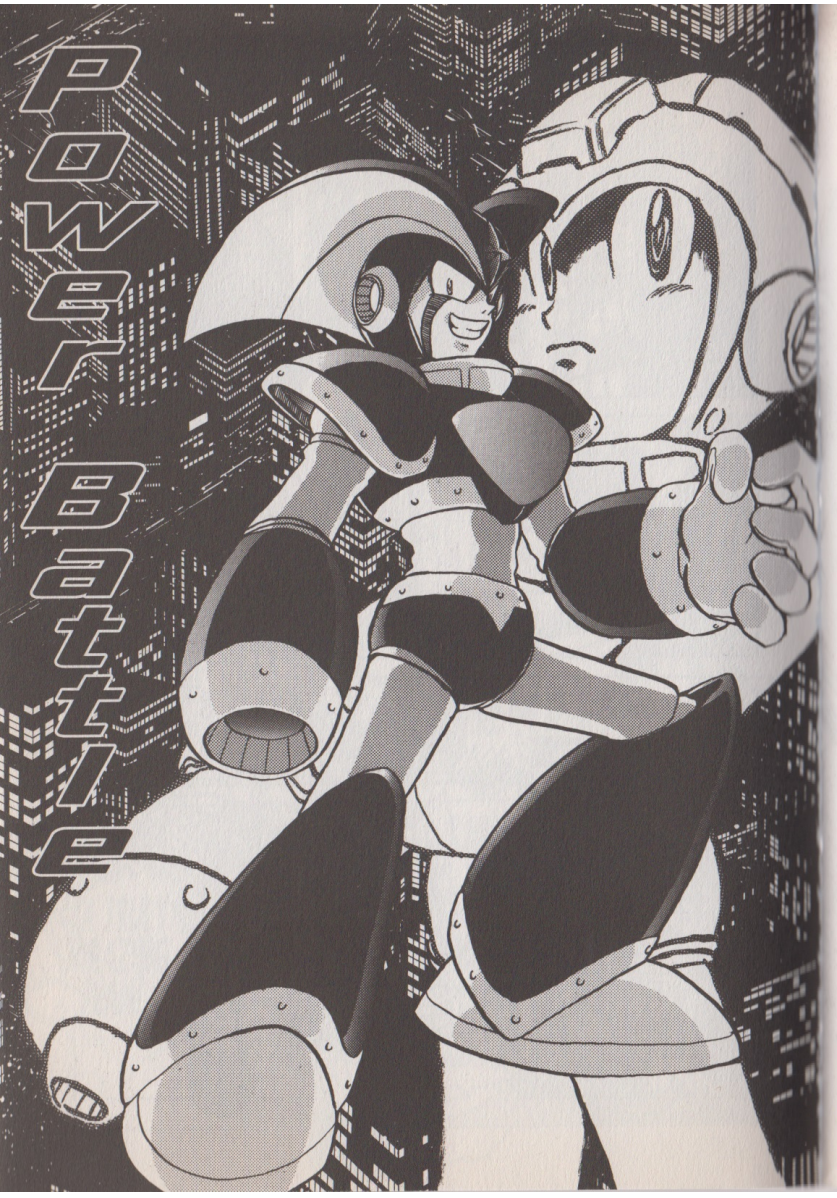

OOOFFT!
KABOOOOM-
YAY!!
YEAAAH!
I'M GIVING YOU ALL A SPECIAL BONUS WITH TODAY'S PAYCHECK !!
...
SAVED THE AMUSEMENT PARK ...!?
BE CAREFUL, OKAY?
OKAY!
WILY'S ROBOTS
...

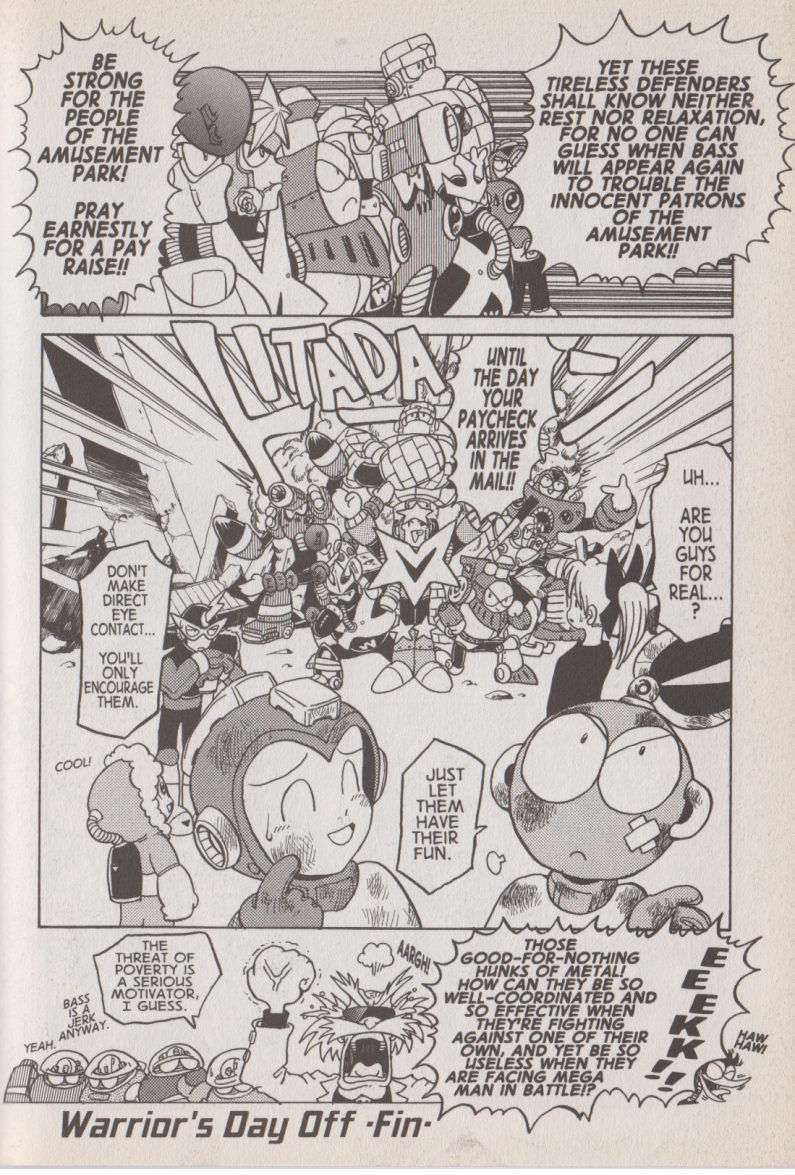
!?
HEE HEE HEE HEE~!
GRAVITY HOLD! 6!!
WHY YOU ..!!
FOOT
NAPALM BOMB! 4!!
BOMB
OOOFFT!
WHAT !?
BLOCK
HA HA HA HA HA HA!
STAR CRASH! 5!!
CRUSH
8!! RAWR! POWER STONE SPECIAL EDITION !!
WHAM
GYRO ATTACK!! 7!!
POWER FIGHTERS VERSION!

GASP
YOU ANNOYING LITTLE PESTS!
GET OUT OF MY WAY!!
WAM
URK!
HE'S ...
SO STRONG ...
I CAN DEAL WITH YOU LOT AND MEGA MAN TOGETHER ...
I'LL TEAR YOU ALL TO PIECES !!
WAM WAK
WAM WAK
WAM
WHAM
AGH!!
!?
WHA ...?
WHAT WAS THAT...?
KRAKLE
I SENSE HIS PRESENCE...! IS HE HERE SOMEWHERE !?
SNAP
ZARK
BASS IS WEAKENED! NOW'S OUR CHANCE TO FINISH HIM OFF!!
OH!

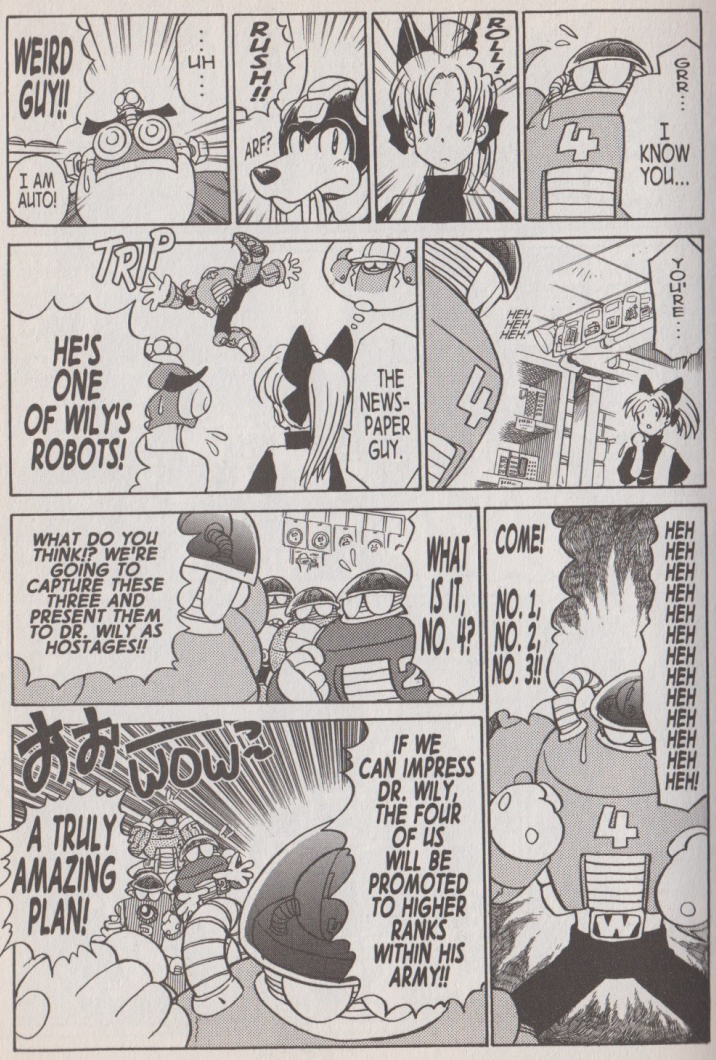

WE WERE SAVED...
BY SOMEONE'S WHISTLING ...?
ZOOOSH
THE AMUSEMENT PARK WAS SAVED BY THE SELFLESS ACTS OF HEROISM DISPLAYED BY THE VALIANT MEMBERS OF THE HOURLY PAY SQUAD: PART-TIMERS!!
AND SO...!
WHOA!
WORKS!

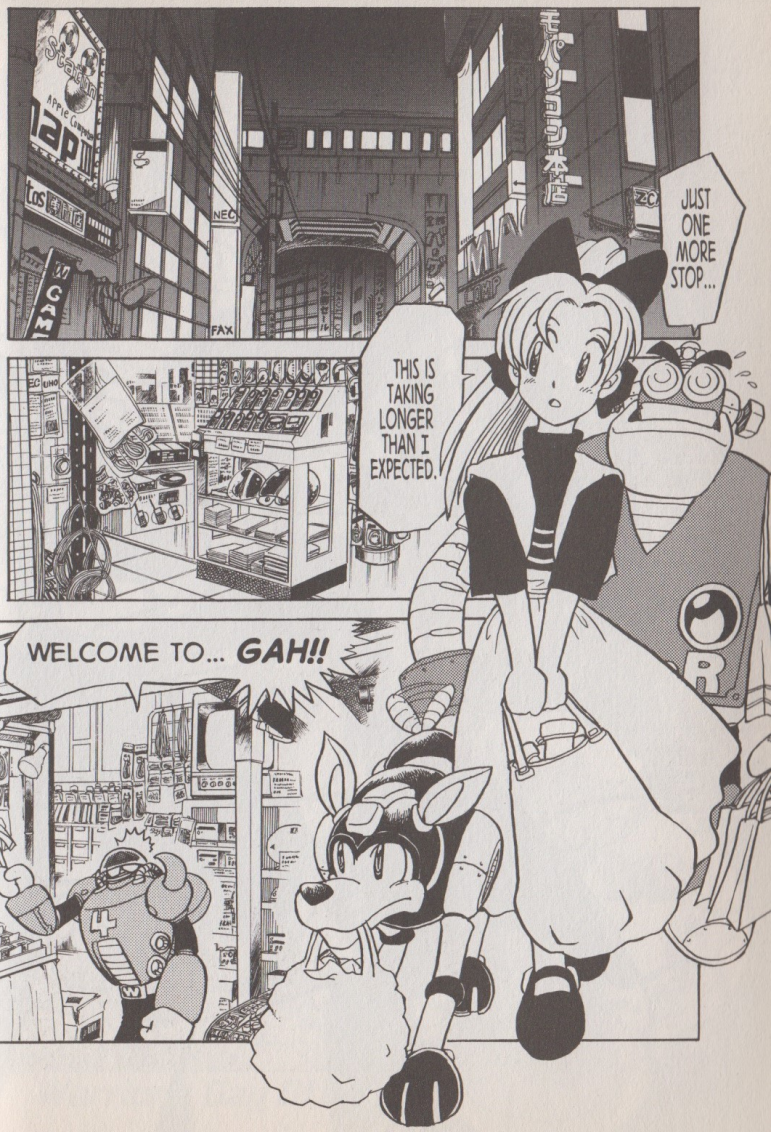
WAK
CRAT
MERGE!
WHIMPER?
TREBLE...
KRAKLE
SNAP
YOU'RE RIGHT... LET'S GET OUT OF HERE...
MEGA MAN! I'LL BE BACK TO SETTLE THINGS WITH YOU LATER !!
THE NEXT TIME WE MEET, I'LL KNOCK YOU DOWN INTO THE VERY DEPTHS OF HELL!!

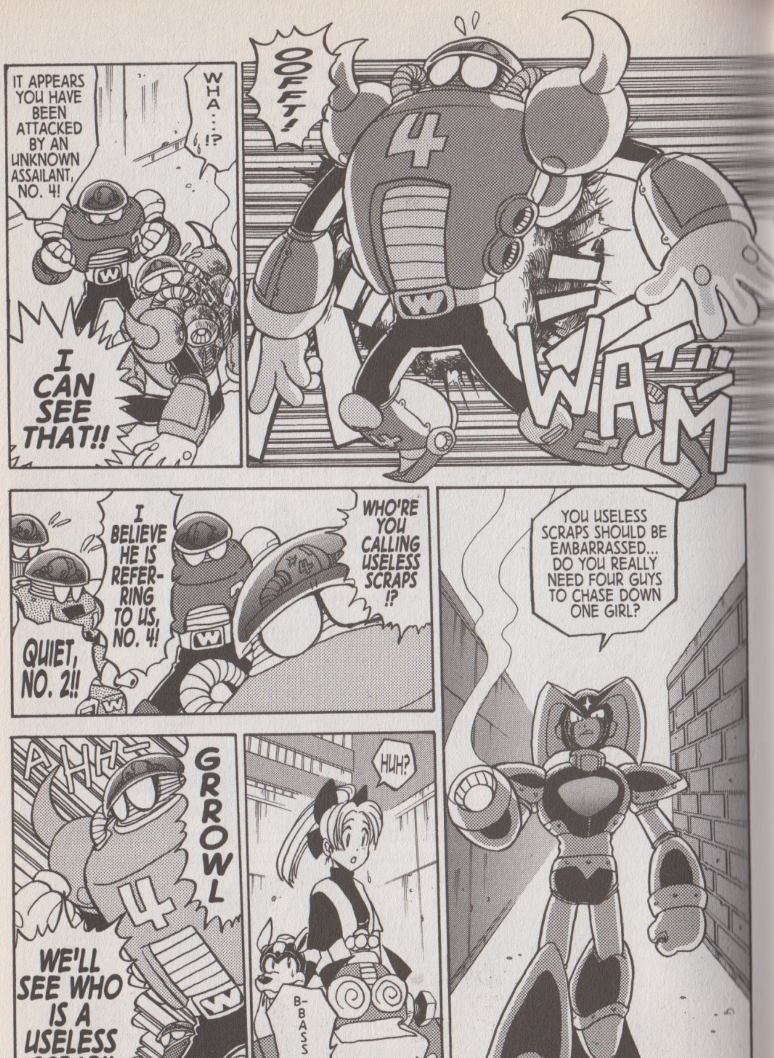




Warrior's Day Off ·Fin·

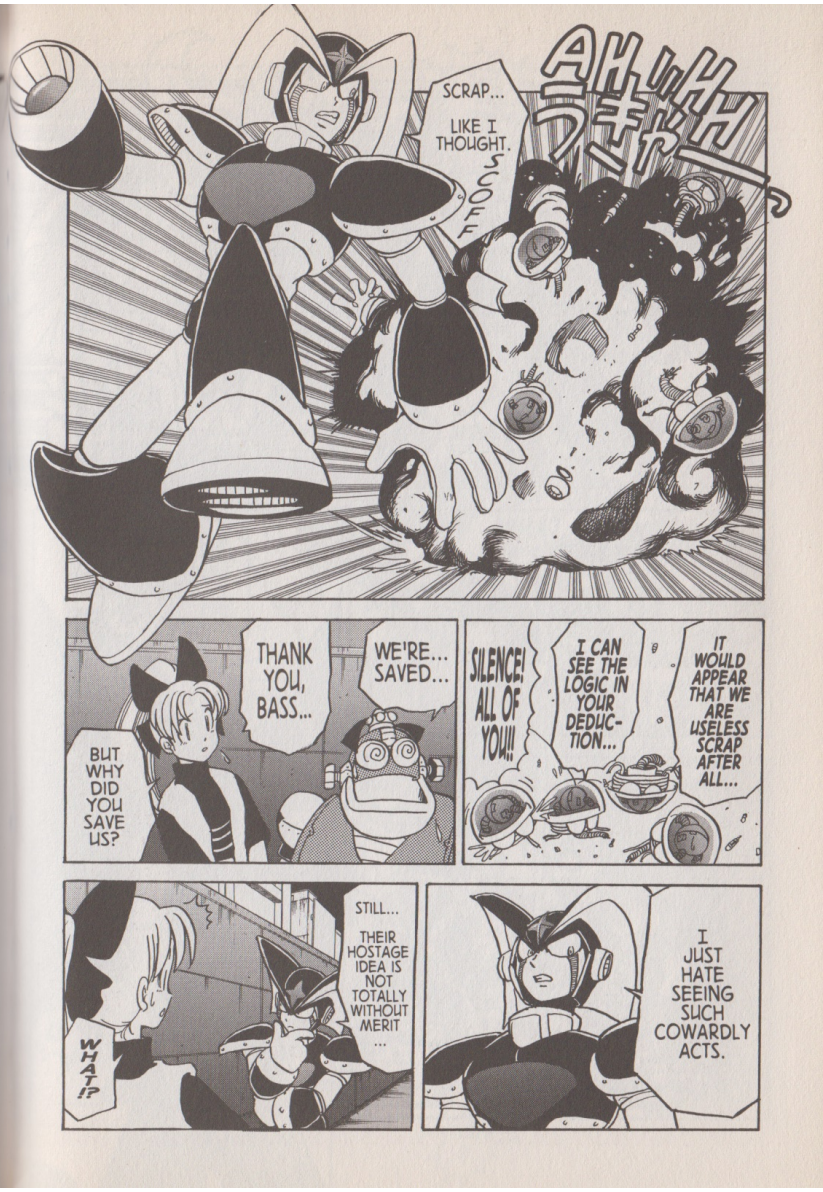

WEIRD GUY!!
...UH...
I AM ALTO!
RUSH!!
ARF?
ROLL!
GRR...
I KNOW YOU...
TRIP
HE'S ONE OF WILY'S ROBOTS!
THE NEWS-PAPER GUY.
HEH HEH!
YOU'RE...
WHAT DO YOU THINK!? WE'RE GOING TO CAPTURE THESE THREE AND PRESENT THEM TO DR. WILY AS HOSTAGES!!
WHAT IS IT, NO. 4?
COME!
NO. 1, NO. 2, NO. 3!!
HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH!
おお WOW~
A TRULY AMAZING PLAN!
IF WE CAN IMPRESS DR. WILY, THE FOUR OF US WILL BE PROMOTED TO HIGHER RANKS WITHIN HIS ARMY!!


JUST ONE MORE STOP...
THIS IS TAKING LONGER THAN I EXPECTED.
WELCOME TO... GAH!!


IT APPEARS YOU HAVE BEEN ATTACKED BY AN UNKNOWN ASSAILANT, NO. 4!
WHA...!?
OOFFT!
I CAN SEE THAT!!
WAM
I BELIEVE HE IS REFERRING TO US, NO. 4!
WHO'RE YOU CALLING USELESS SCRAPS !?
QUIET, NO. 2!!
YOU USELESS SCRAPS SHOULD BE EMBARRASSED... DO YOU REALLY NEED FOUR GUYS TO CHASE DOWN ONE GIRL?
GRROWL
WE'LL SEE WHO IS A USELESS SCRAP!!
HUH?
B-BASS...?

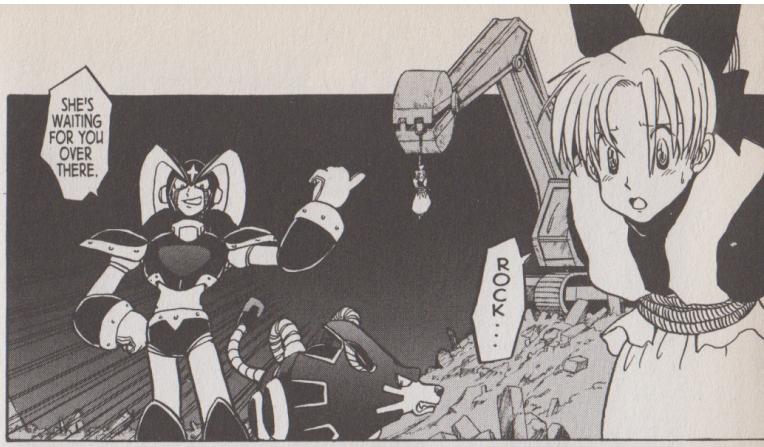
WHAT IS IT NOW!? SPEAK!
ER...
NO. 4 ...?
BUT NO. 4...
WHO WILL ATTEND TO THE STORE WHILE WE...?
FOOL! NOTHING IS MORE IMPORTANT THAN OUR POSITIONS WITHIN WILY'S ARMY!
WHY IS THIS HAPPENING TO US!?
THEY'RE RUNNING AWAY...
WHAT ARE YOU DOING? GO AFTER THEM!!
HEEHEE
HELP!!
THEY'RE HEADING INTO A DEAD-END!
HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH! !!
YOU CANNOT ESCAPE !!
HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH HEH!

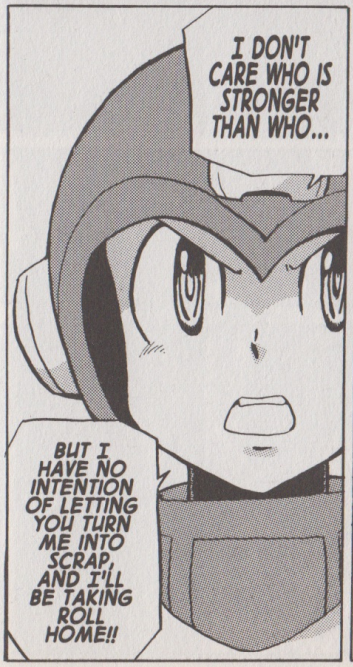
EEEP!!
石九電気
OUR REPAIRS SEEM TO BE TAKING LONGER THAN USUAL...
I'M AFRAID I CAN'T DO MUCH MORE UNTIL ROLL AND THE OTHERS GET BACK WITH THE PARTS I NEED.
SPEAKING OF... SHOULDN'T THEY BE BACK BY NOW?
ROLL... ROLL WAS... SNIFFLE
AUTO!! WHAT HAP-PENED!?
OPEN!!
!

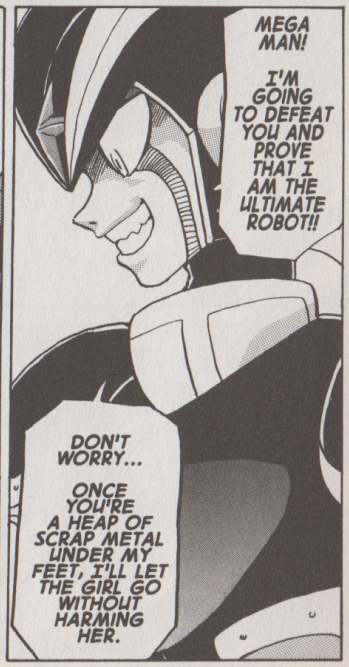

AHHH
SCRAP... LIKE I THOUGHT.
SCOFF
THANK YOU, BASS...
WE'RE... SAVED...
BUT WHY DID YOU SAVE US?
SILENCE! ALL OF YOU!!!
I CAN SEE THE LOGIC IN YOUR DEDUC-TION...
IT WOULD APPEAR THAT WE ARE USELESS SCRAP AFTER ALL...
STILL... THEIR HOSTAGE IDEA IS NOT TOTALLY WITHOUT MERIT ...
WHAT!?
I JUST HATE SEEING SUCH COWARDLY ACTS.

HIGURASHI
HEH HEH HEH HEH.
WELCOME, MEGA MAN.
BASS...
WHAT HAVE YOU DONE WITH ROLL?
BASS AGAIN?
UGH... THE MESSAGE IS ENGRAVED ONTO HIS BACK...
POOR AUTO ...
GRAB
!
RUSH ...
BAM!!
TO MEGA MAN
I'VE GOT YOUR GIRL.
I WILL BE WAITING FOR YOU AT THE SCRAPYARD.
COORDINATES: Y-ASA
!!
ROCK! WAIT!!

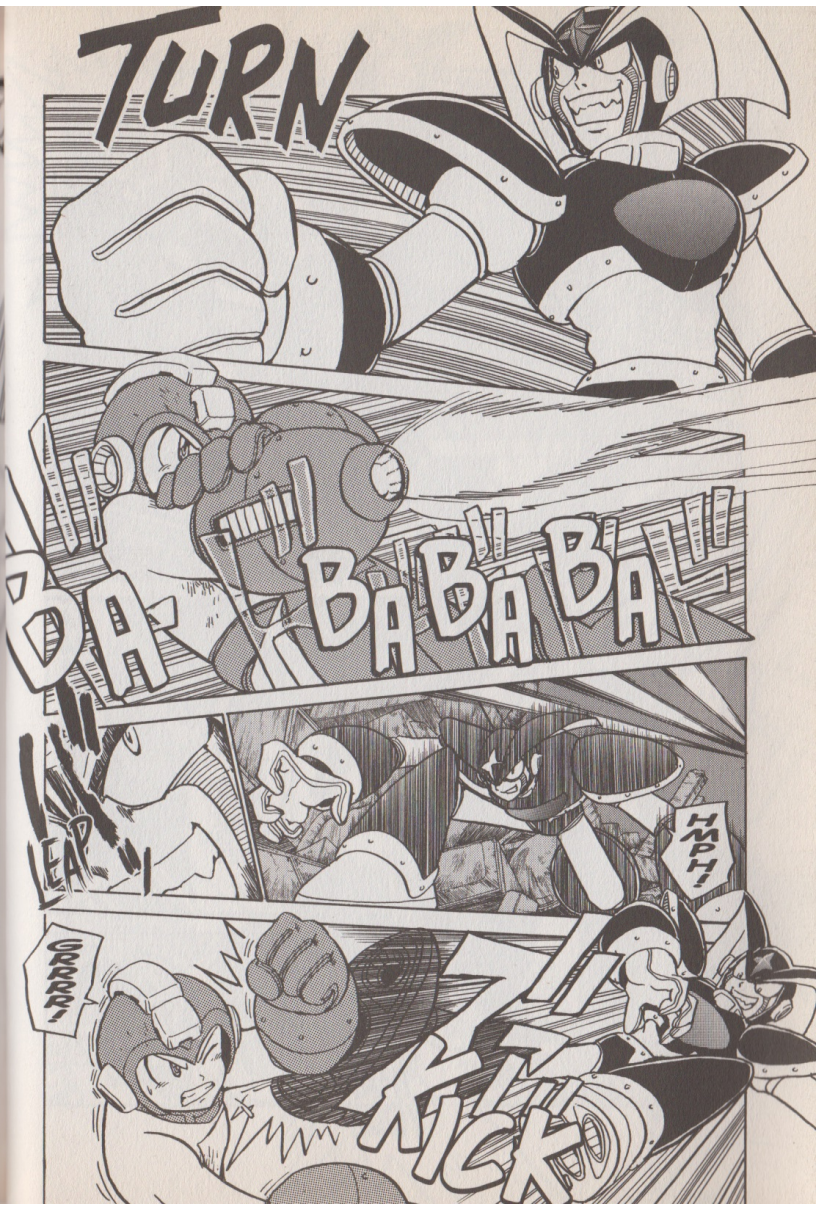
FOOM
LET US BEGIN, THEN!!
INTER-ESTING!
I'M FAST!
I AM FASTER THAN YOU!!
HA HA HA HA HA !!
YOU'RE PRETTY QUICK ON YOUR FEET!
BUT...
!!


SHE'S WAITING FOR YOU OVER THERE.
ROCK...


I DON'T CARE WHO IS STRONGER THAN WHO...
BUT I HAVE NO INTENTION OF LETTING YOU TURN ME INTO SCRAP, AND I'LL BE TAKING ROLL HOME!!

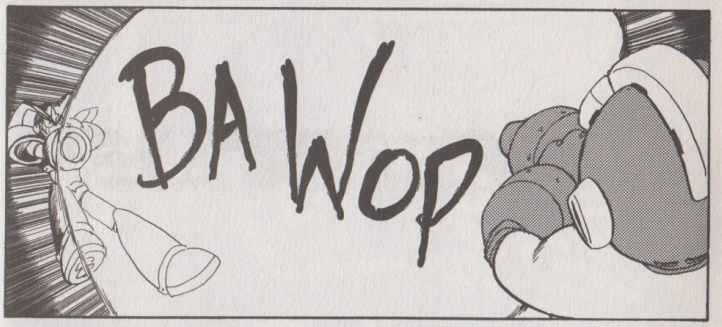

MEGA MAN!
I'M GOING TO DEFEAT YOU AND PROVE THAT I AM THE ULTIMATE ROBOT!!
DON'T WORRY...
ONCE YOU'RE A HEAP OF SCRAP METAL UNDER MY FEET, I'LL LET THE GIRL GO WITHOUT HARMING HER.

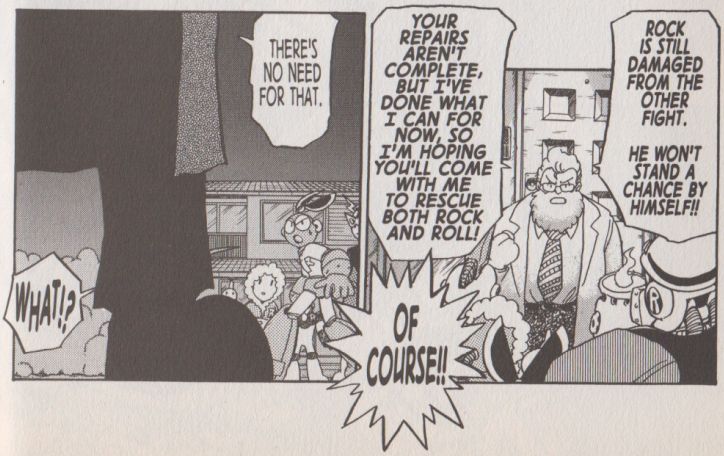
ギュイーン
ギュイーン
ギュイーン
HA!
KICK
KICK
KICK
KICK
KICK
VOOM!!
GRR
THE FACT THAT YOU'RE SO STRONG JUST MAKES IT MORE FUN FOR ME TO DEFEAT YOU!
HAHAHA! YOU'RE MAKING ME SO HAPPY, MEGA MAN!
SKID

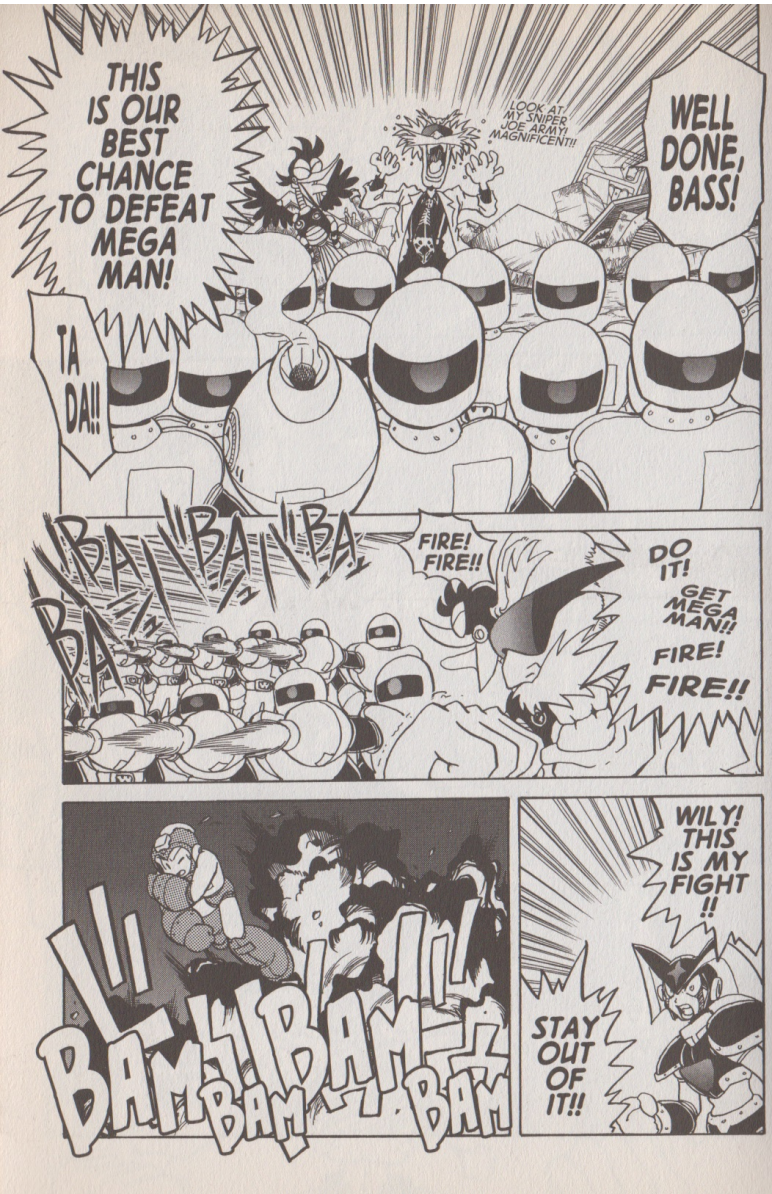

TURN
BA
BABABA
LEAP
GRRRR!
HMPH!
KICK

AGH!
YOU...
YOU LOT WOULD JUST GET IN HIS WAY.

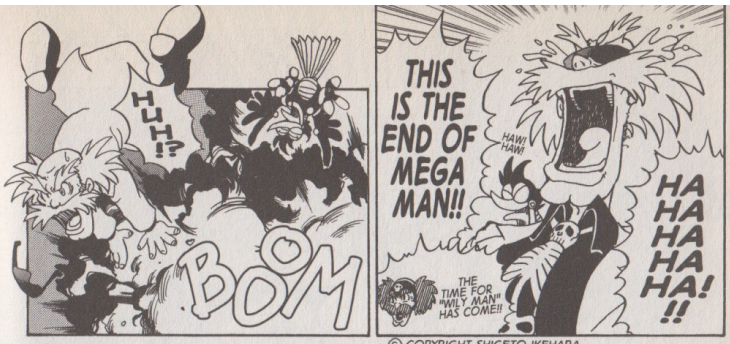
HA! HA! HA!
HA! HA! HA!


BA WOP


THERE'S NO NEED FOR THAT.
WHAT!?
YOUR REPAIRS AREN'T COMPLETE, BUT I'VE DONE WHAT I CAN FOR NOW, SO I'M HOPING YOU'LL COME WITH ME TO RESCUE BOTH ROCK AND ROLL!
OF COURSE!!
ROCK IS STILL DAMAGED FROM THE OTHER FIGHT.
HE WON'T STAND A CHANCE BY HIMSELF!!


THIS IS OUR BEST CHANCE TO DEFEAT MEGA MAN!
LOOK AT MY SNIPER JOE ARMY! MAGNIFICENT!!
WELL DONE, BASS!
TA DA!!
BA BA BA BA
FIRE! FIRE!!
DO IT!
GET MEGA MAN!!
FIRE!
FIRE!!
BAM BAM BAM BAM
WILY! THIS IS MY FIGHT !!
STAY OUT OF IT!!

THAT'S NOT SOMETHING YOU NEED CONCERN YOURSELF WITH.
HOW ARE YOU? IS YOUR BODY OKAY?
THAT BATTLE IS NO PLACE FOR YOU.
ESPECIALLY YOU, LIGHT.
DOES DR. LIGHT KNOW THAT GUY...?
GOODBYE.
WAIT!!
!? WHAT THE...
WAM
AGH!
MWA-HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA !!



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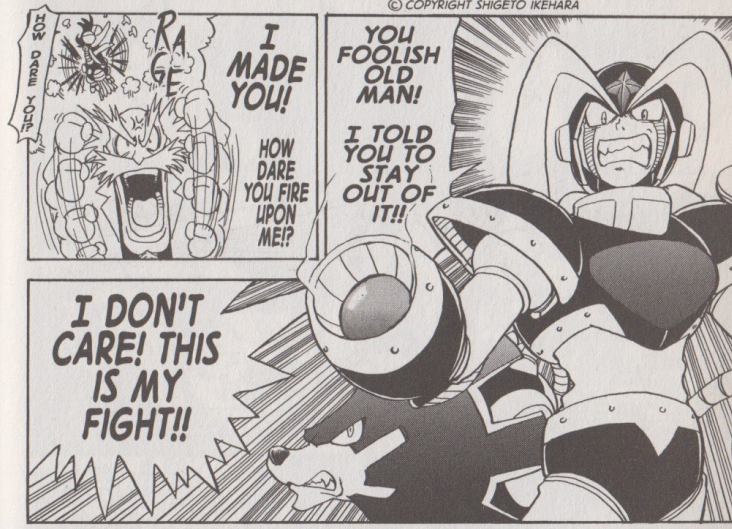
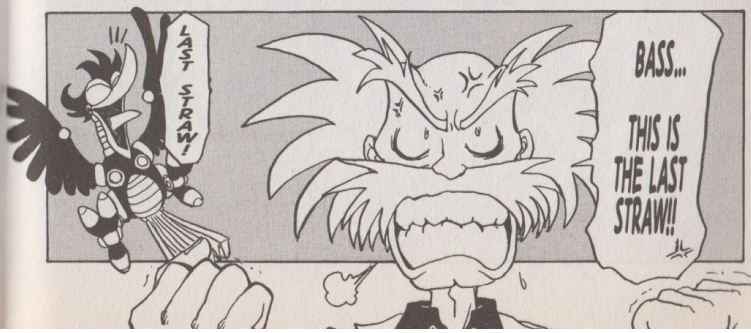
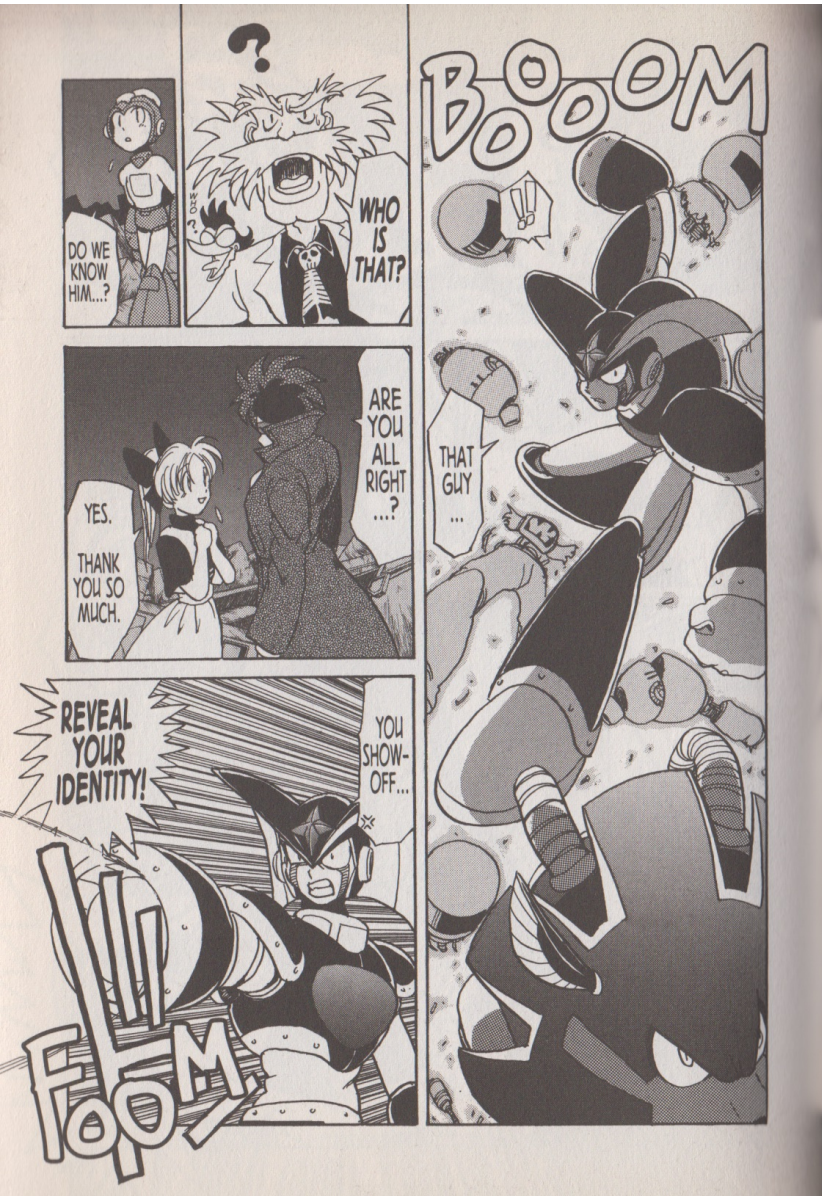
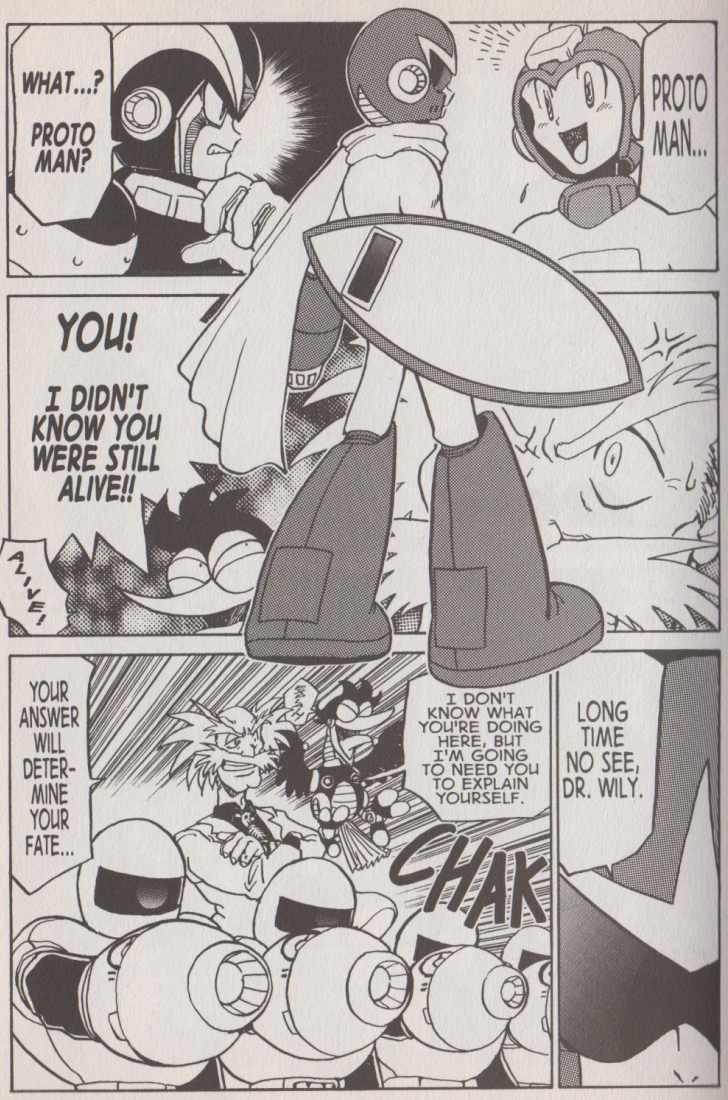
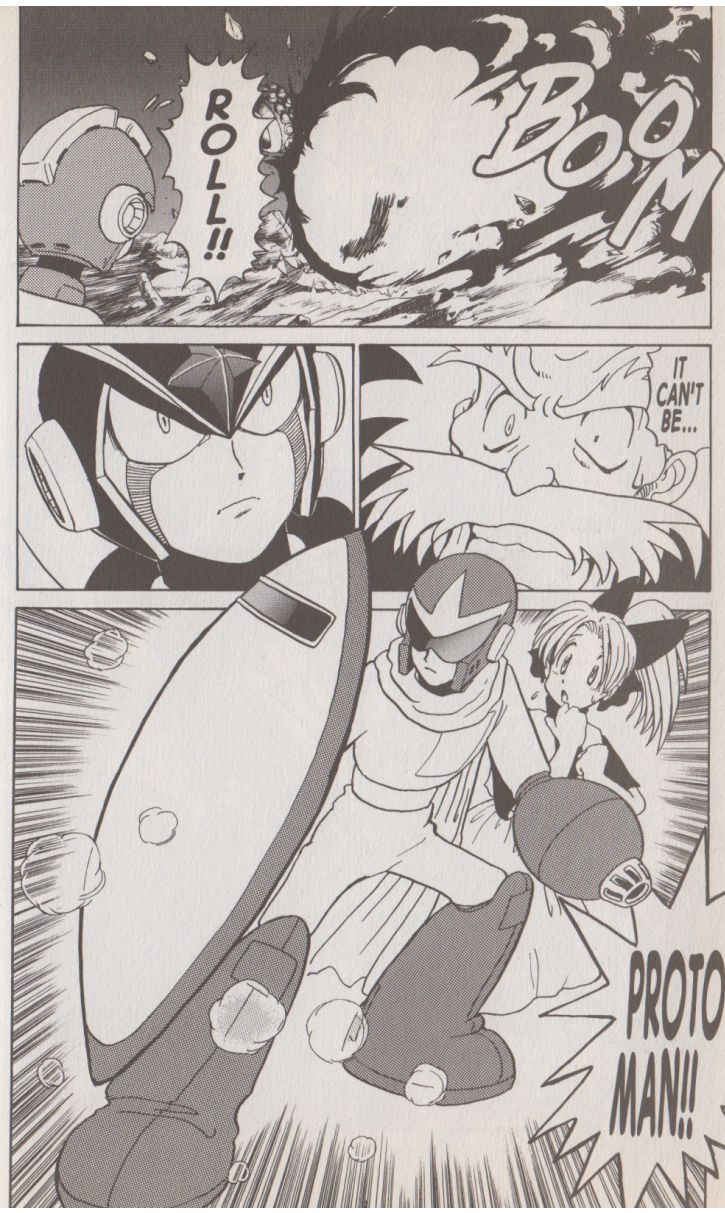


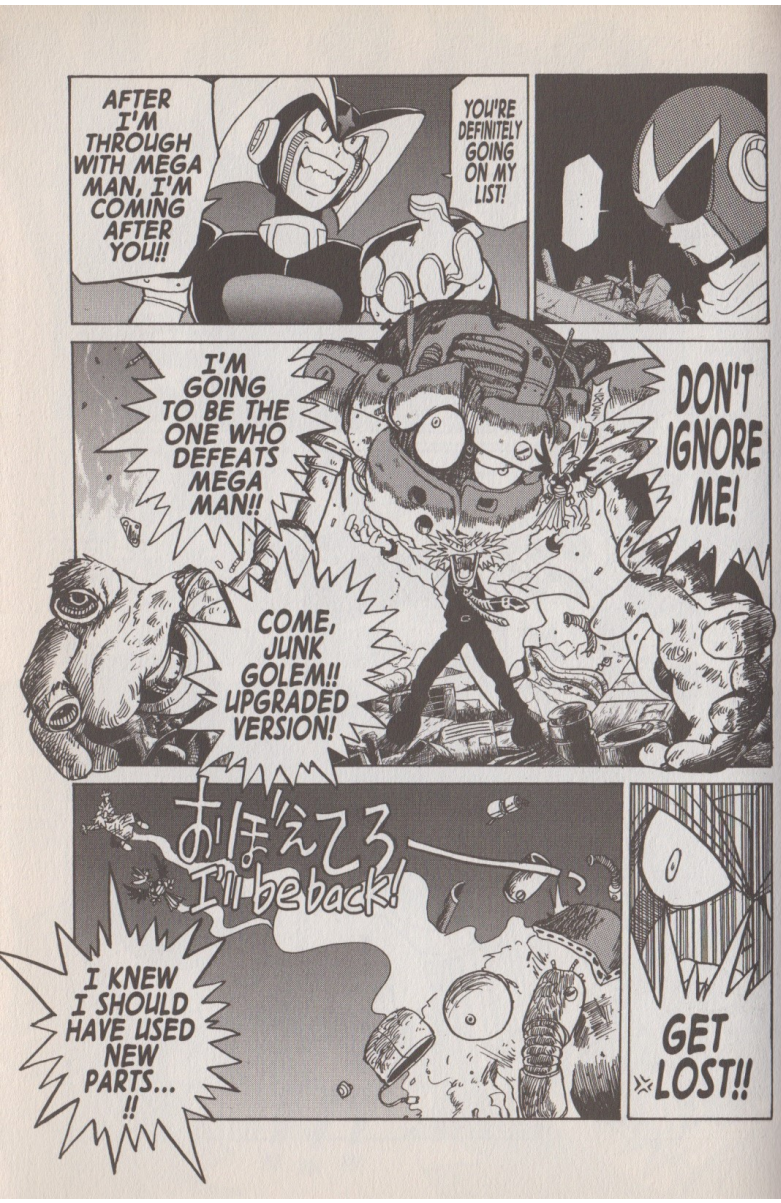


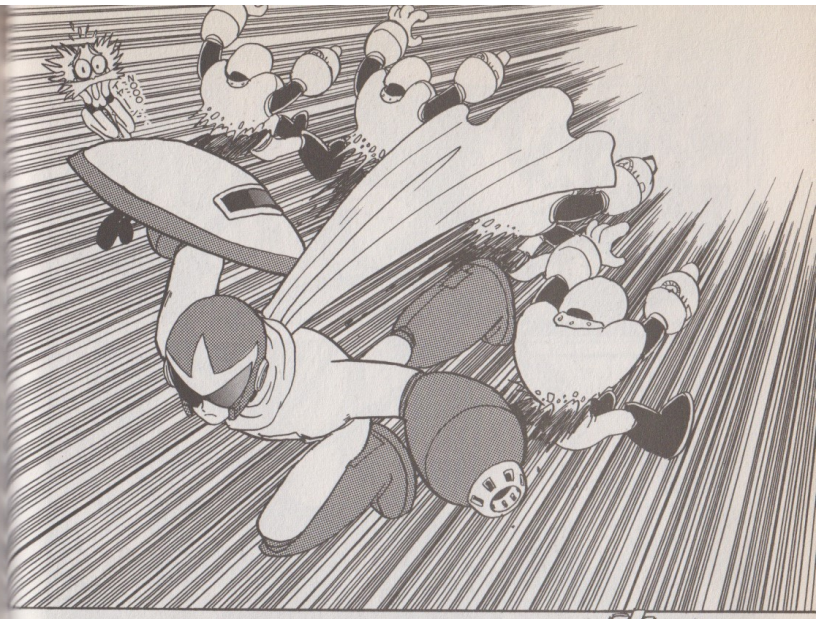

DO WE KNOW HIM...?
?
WHO IS THAT?
YES. THANK YOU SO MUCH.
ARE YOU ALL RIGHT ...?
REVEAL YOUR IDENTITY!
FLOOM
YOU SHOW-OFF...
BOOOM
THAT GUY ...

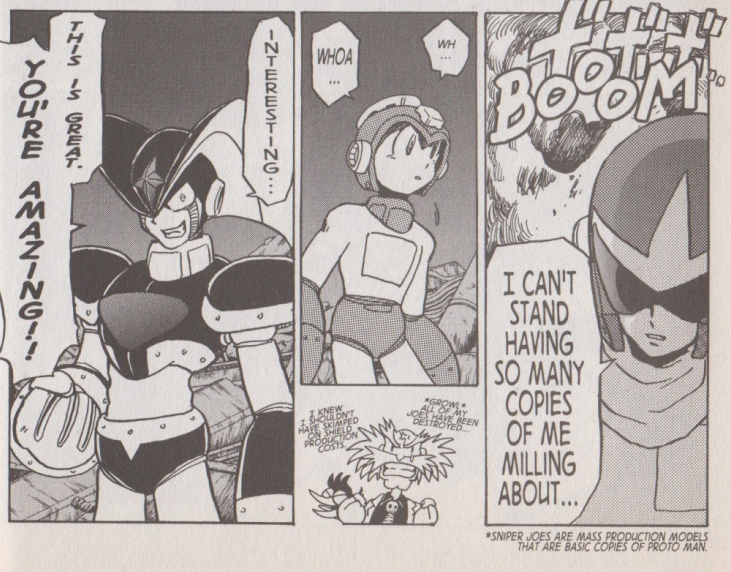
BA!!
ROLL!!
BA
BOOM
KRASH
AAAHH!!
THUD


WHAT...?
PROTO MAN?
PROTO MAN...
YOU!
I DIDN'T KNOW YOU WERE STILL ALIVE!!
ALIVE!
YOUR ANSWER WILL DETER-MINE YOUR FATE...
I DON'T KNOW WHAT YOU'RE DOING HERE, BUT I'M GOING TO NEED YOU TO EXPLAIN YOURSELF.
CHAK
LONG TIME NO SEE, DR. WILY.


ROLL!!
BOOM
IT CAN'T BE...
PROTO MAN!!

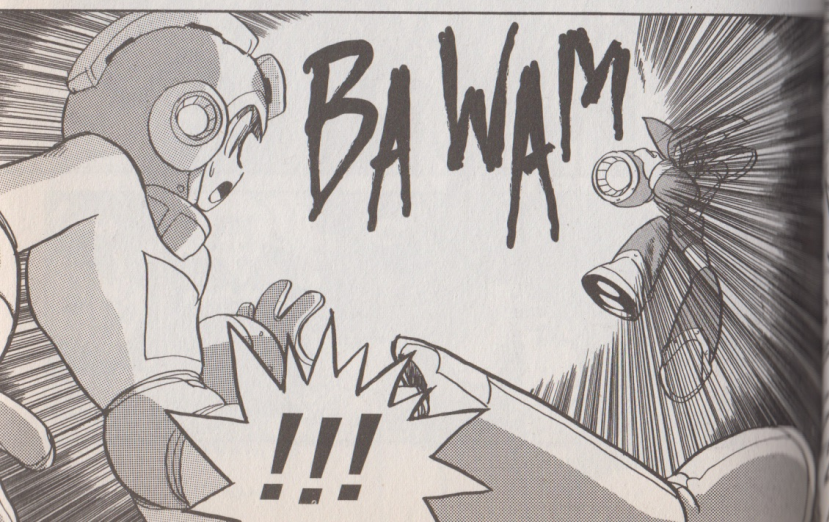


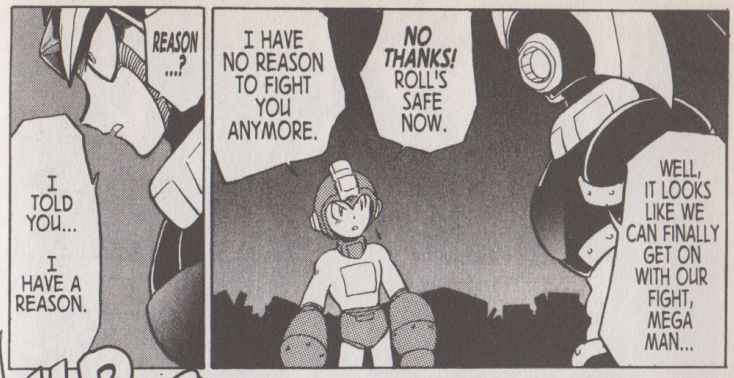


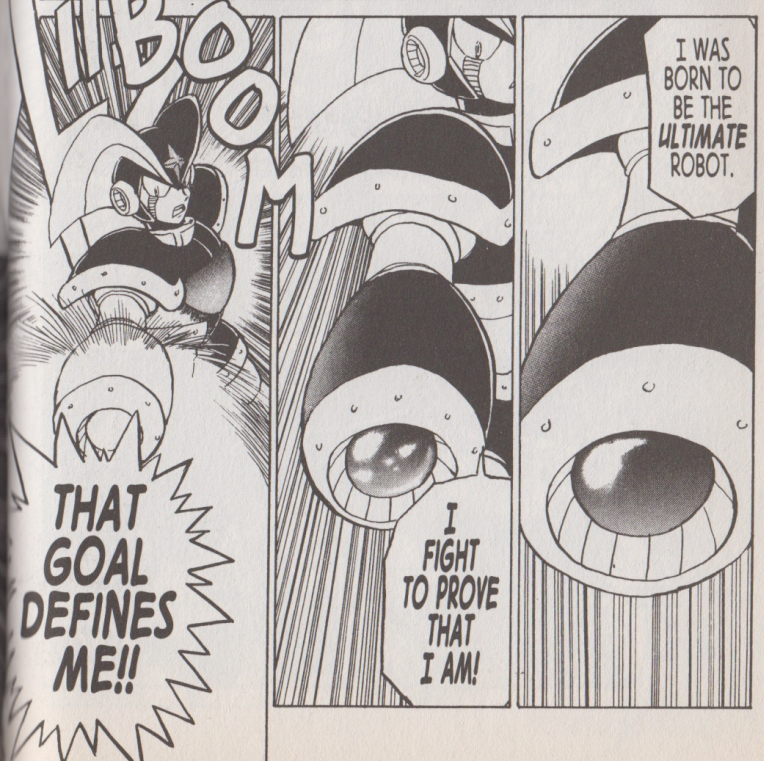


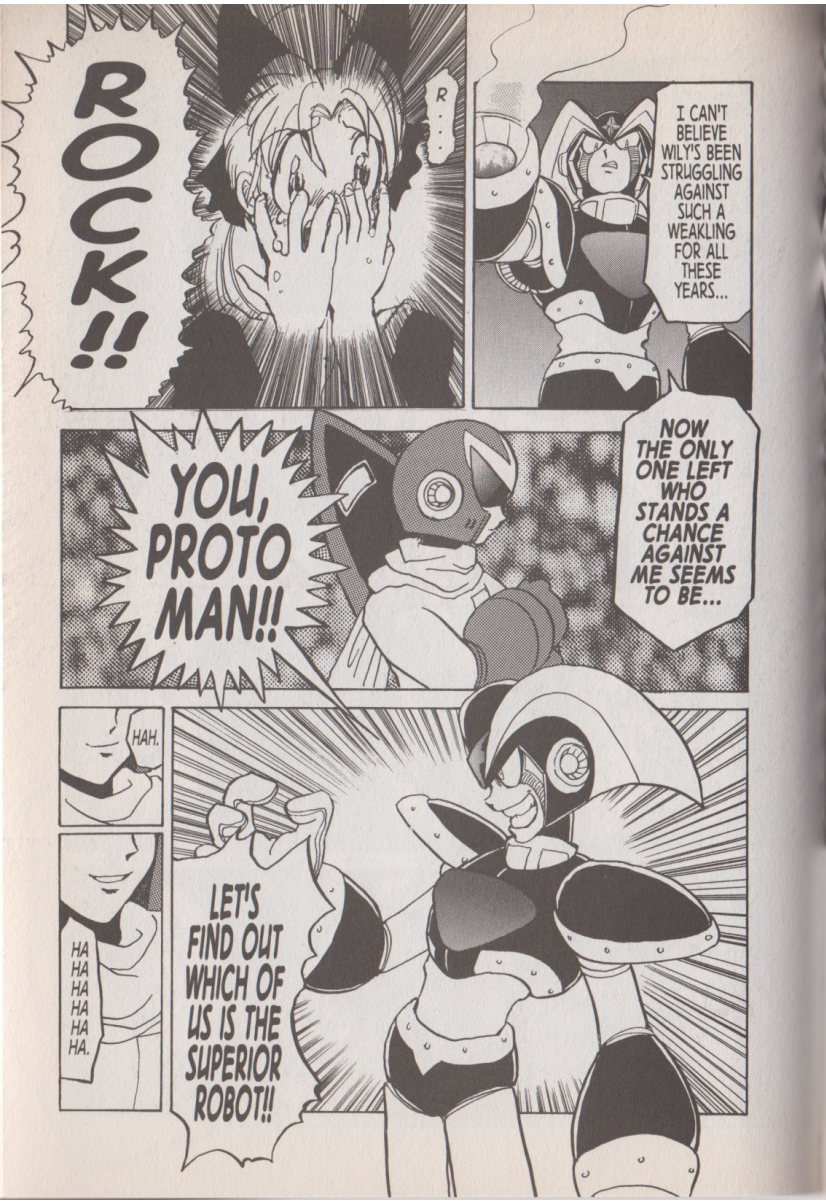
*SNIPER JOES ARE MASS PRODUCTION MODELS THAT ARE BASIC COPIES OF PROTO MAN.

BA BOOM
I WILL END YOU EITHER WAY!
CHA HA HA HA HA
IF YOU DON'T WANT TO FIGHT, THAT'S YOUR DECISION!
IT DOESN'T MATTER WHO'S STRONG OR WHO'S WEAK!
STOP, BASS!!

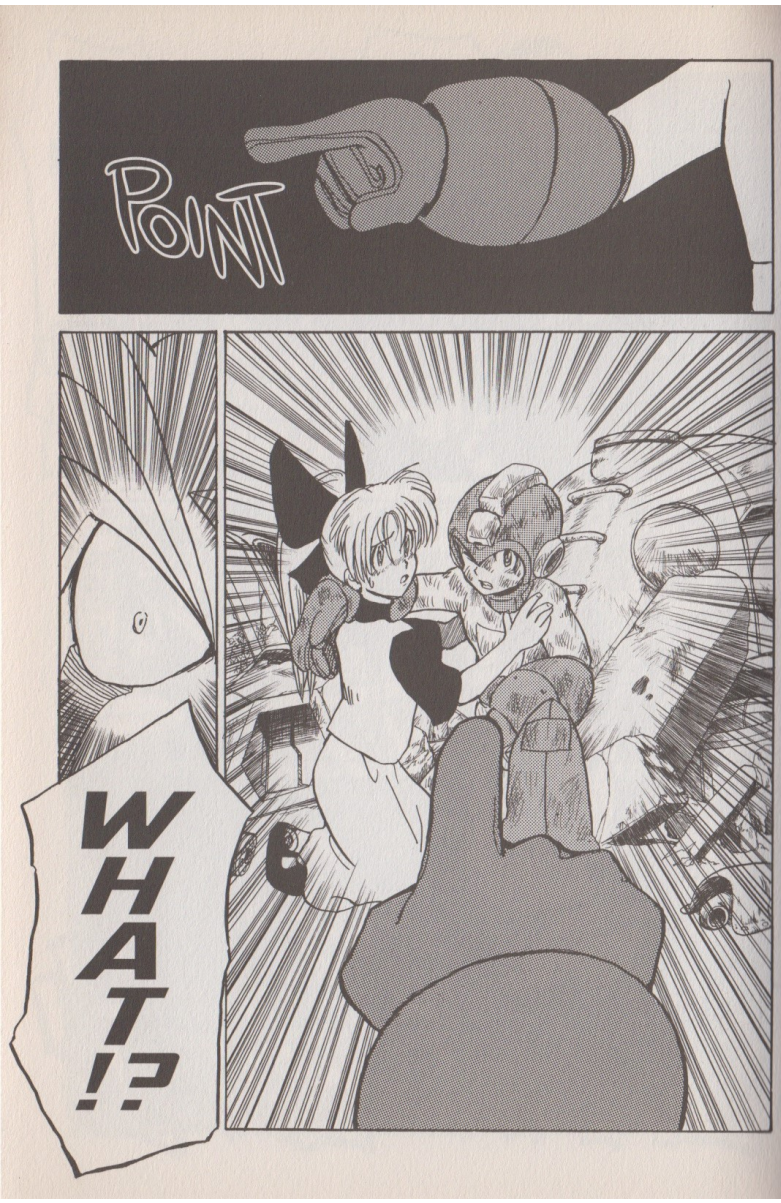

BA WAM
!!!

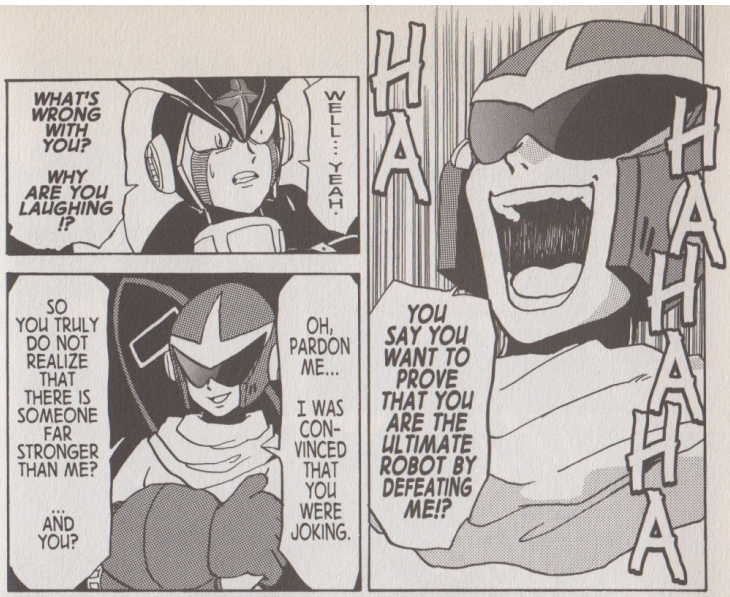

REASON ...?
I TOLD YOU... I HAVE A REASON.
I HAVE NO REASON TO FIGHT YOU ANYMORE.
NO THANKS! ROLL'S SAFE NOW.
WELL, IT LOOKS LIKE WE CAN FINALLY GET ON WITH OUR FIGHT, MEGA MAN...

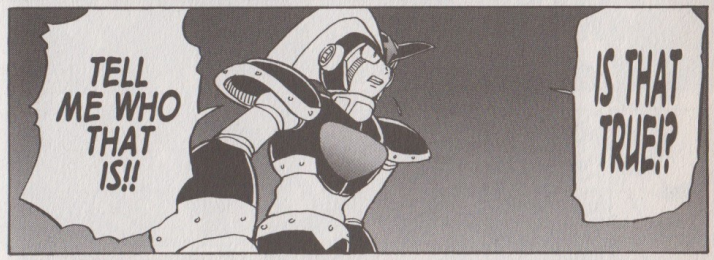

BOOM
THAT GOAL DEFINES ME!!
I FIGHT TO PROVE THAT I AM!
I WAS BORN TO BE THE ULTIMATE ROBOT.

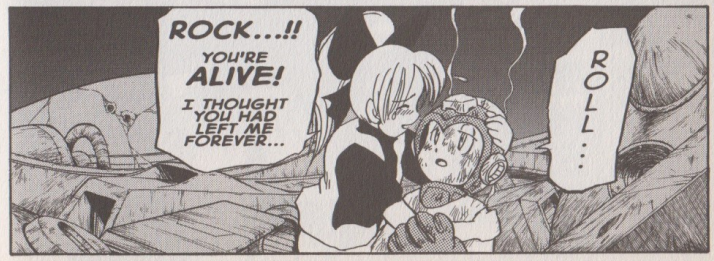

ROCK!!
R...
I CAN'T BELIEVE WILY'S BEEN STRUGGLING AGAINST SUCH A WEAKLING FOR ALL THESE YEARS...
NOW THE ONLY ONE LEFT WHO STANDS A CHANCE AGAINST ME SEEMS TO BE...
YOU, PROTO MAN!!
HAH.
HA HA HA HA HA.
LET'S FIND OUT WHICH OF US IS THE SUPERIOR ROBOT!!

THUD


POINT
WHAT!?

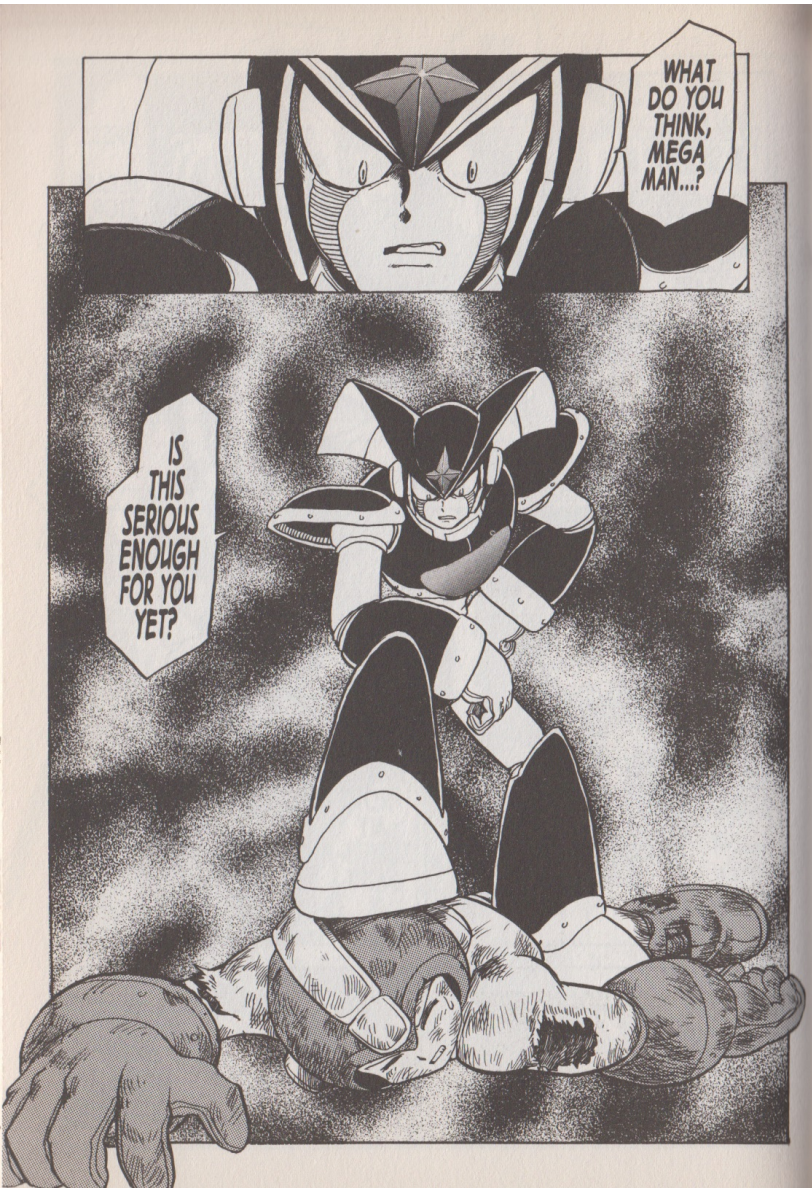

HA HAHAHA
YOU SAY YOU WANT TO PROVE THAT YOU ARE THE ULTIMATE ROBOT BY DEFEATING ME!?
OH, PARDON ME... I WAS CONVINCED THAT YOU WERE JOKING.
SO YOU TRULY DO NOT REALIZE THAT THERE IS SOMEONE FAR STRONGER THAN ME? ... AND YOU?
WELL... YEAH.
WHAT'S WRONG WITH YOU? WHY ARE YOU LAUGHING !?

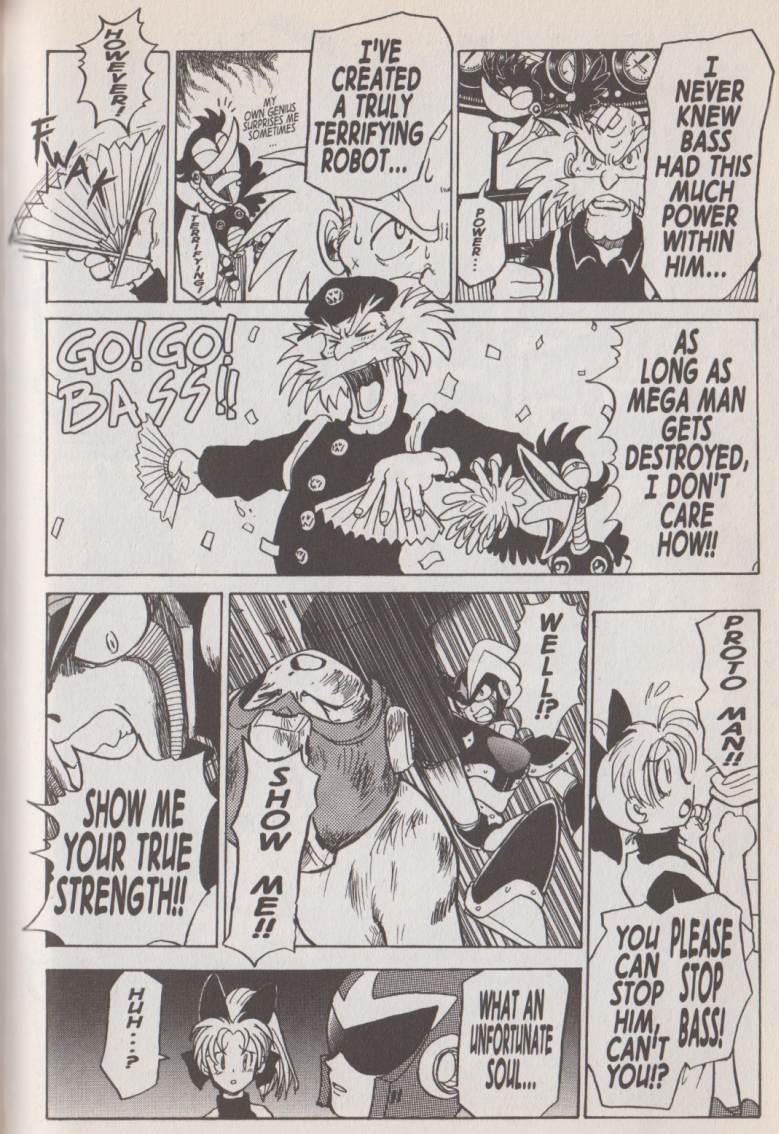

IS THAT TRUE!?
TELL ME WHO THAT IS!!


ROLL...
ROCK...!! YOU'RE ALIVE! I THOUGHT YOU HAD LEFT ME FOREVER...

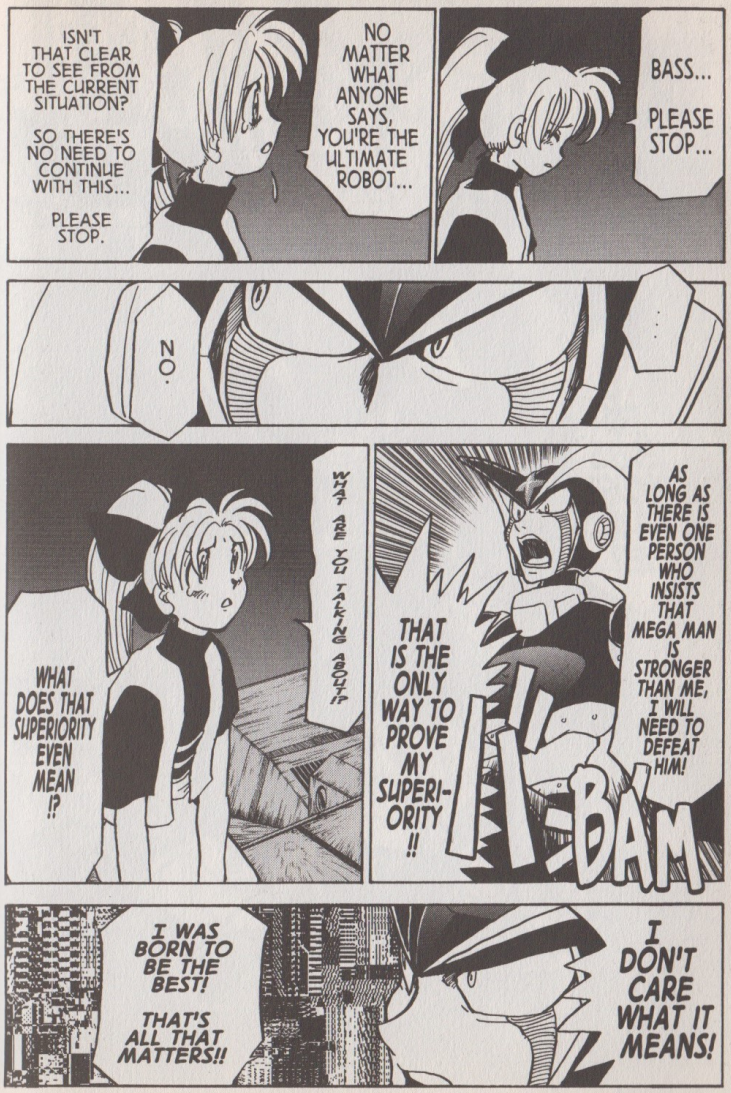
INTERESTING...
RRRAAAAAGE
MEGA MAN... I WANT TO SEE THIS "SERIOUS" YOU... I WILL FORCE YOU TO SHOW YOUR TRUE POWER...!
THAT'S ... VERY ... FASCI-NATING ...
HAIR BLOWN BACK
!!
FLASH!!
FLOAT
FLOAT
HOW TERRIFYING...

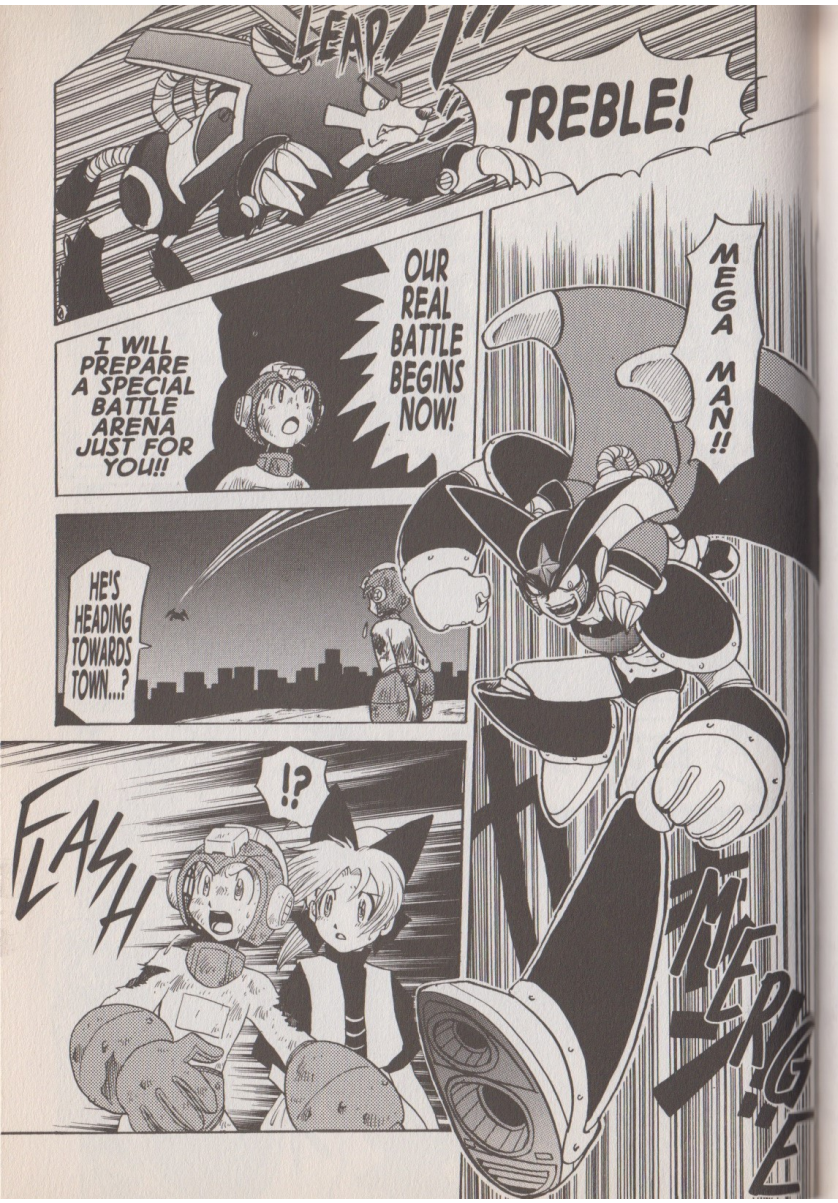
IGNORANCE MUST REALLY BE BLISS... YOU DON'T REALLY BELIEVE THAT YOU BEAT MEGA MAN, DO YOU?
NOW YOU'RE THE ONE WHO IS JOKING !!
HA HAHAHA HAH!!! YOU'RE HILARIOUS!
NO DON'T...
WAIT...
IF MEGA MAN EVER GOT SERIOUS ABOUT DEFEATING YOU...
YOU WOULDN'T STAND A CHANCE.
WHAT DID YOU SAY ...?
...
!!
RRRAAAAAGE


WHAT DO YOU THINK, MEGA MAN...?
IS THIS SERIOUS ENOUGH FOR YOU YET?

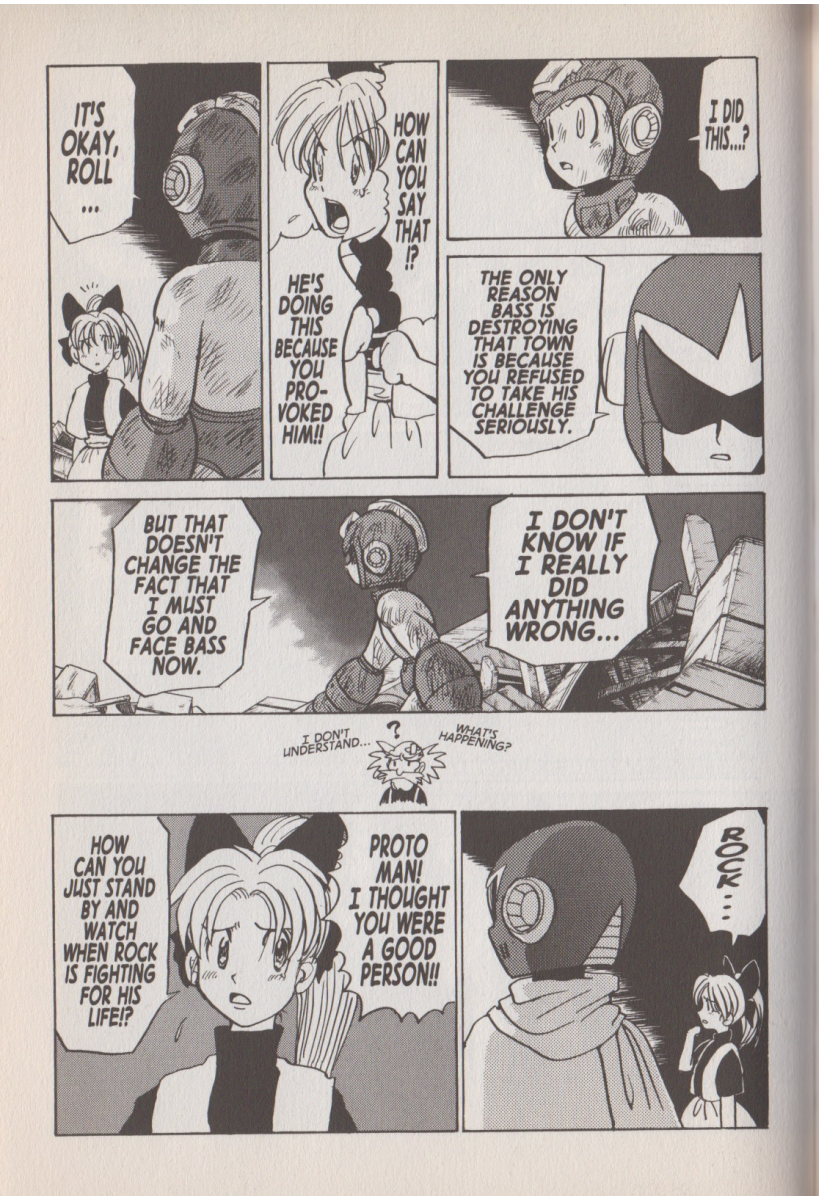

I NEVER KNEW BASS HAD THIS MUCH POWER WITHIN HIM...
POWER...
I'VE CREATED A TRULY TERRIFYING ROBOT...
MY OWN GENIUS SURPRISES ME SOMETIMES
TERRIFYING?
HOWEVER!
FWAT
AS LONG AS MEGA MAN GETS DESTROYED, I DON'T CARE HOW!!
GO! GO! BASS!!
PROTO MAN!!
PLEASE STOP BASS!
YOU CAN STOP HIM, CAN'T YOU!?
WELL!?
SHOW ME!!
SHOW ME YOUR TRUE STRENGTH!!
WHAT AN UNFORTUNATE SOUL...
HUH...?

CREAKING
I...
I...
ARE YOU WILLING TO BE CRUSHED UNDER MY HEEL LIKE SOME COMMON SCRAP!?
WHY DO YOU REFUSE TO SHOW ME YOUR TRUE STRENGTH !?
CRUSH
JUST AS MEGA MAN WAS BORN TO BE A HERO OF JUSTICE!!
KRAK
AAAHHH!
GET OUT OF MY WAY !!
GRAB
STOP !!
KRAK!!


ISN'T THAT CLEAR TO SEE FROM THE CURRENT SITUATION?
SO THERE'S NO NEED TO CONTINUE WITH THIS...
PLEASE STOP.
NO MATTER WHAT ANYONE SAYS, YOU'RE THE ULTIMATE ROBOT...
BASS...
PLEASE STOP...
NO.
...
WHAT ARE YOU TALKING ABOUT!?
WHAT DOES THAT SUPERIORITY EVEN MEAN !?
AS LONG AS THERE IS EVEN ONE PERSON WHO INSISTS THAT MEGA MAN IS STRONGER THAN ME, I WILL NEED TO DEFEAT HIM!
THAT IS THE ONLY WAY TO PROVE MY SUPERI-ORITY !!
BAM
I WAS BORN TO BE THE BEST!
THAT'S ALL THAT MATTERS!!
I DON'T CARE WHAT IT MEANS!

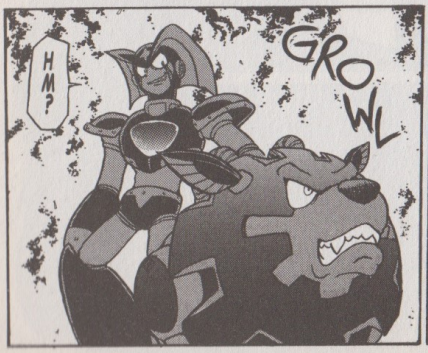

LEAP!!
TREBLE!
I WILL PREPARE A SPECIAL BATTLE ARENA JUST FOR YOU!!
OUR REAL BATTLE BEGINS NOW!
MEGA MAN!!
HE'S HEADING TOWARDS TOWN...?
!?
FLASH
MERGE

WHAT...?
...!!
I SEE!
IT'S THAT GIRL!!
HA HA HA!!
NOW I KNOW HOW TO GET YOU TO REVEAL YOUR TRUE STRENGTH!!
NOW I UNDER-STAND!


IT'S OKAY, ROLL ...
HOW CAN YOU SAY THAT!?
HE'S DOING THIS BECAUSE YOU PROVOKED HIM!!
I DID THIS...?
THE ONLY REASON BASS IS DESTROYING THAT TOWN IS BECAUSE YOU REFUSED TO TAKE HIS CHALLENGE SERIOUSLY.
BUT THAT DOESN'T CHANGE THE FACT THAT I MUST GO AND FACE BASS NOW.
I DON'T KNOW IF I REALLY DID ANYTHING WRONG...
I DON'T UNDERSTAND...
?
WHAT'S HAPPENING?
HOW CAN YOU JUST STAND BY AND WATCH WHEN ROCK IS FIGHTING FOR HIS LIFE!?
PROTO MAN! I THOUGHT YOU WERE A GOOD PERSON!!
ROCK...

BLAZE
MWA- HA HA HA!!
YOUR STUBBORNLY PACIFIST CONVICTIONS HAVE YIELDED THIS TRAGEDY, MEGA MAN!
THE TOWN ...
BEFORE I BURN THIS WHOLE CITY TO THE GROUND !!
HURRY, MEGA MAN!
BLAZE

HURRY!!
MY HOME...
RUN AWAY!

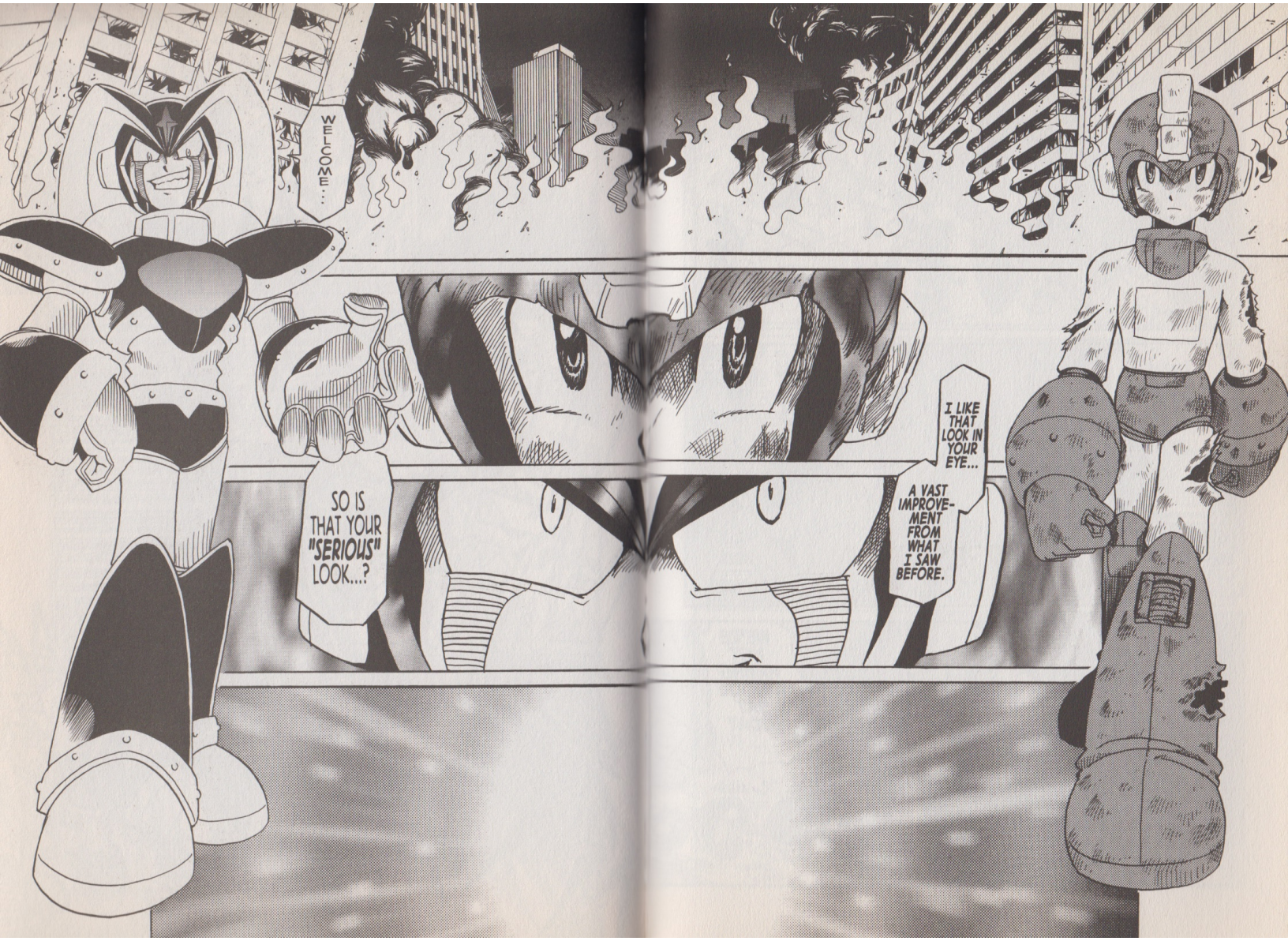

HM?
GROWL

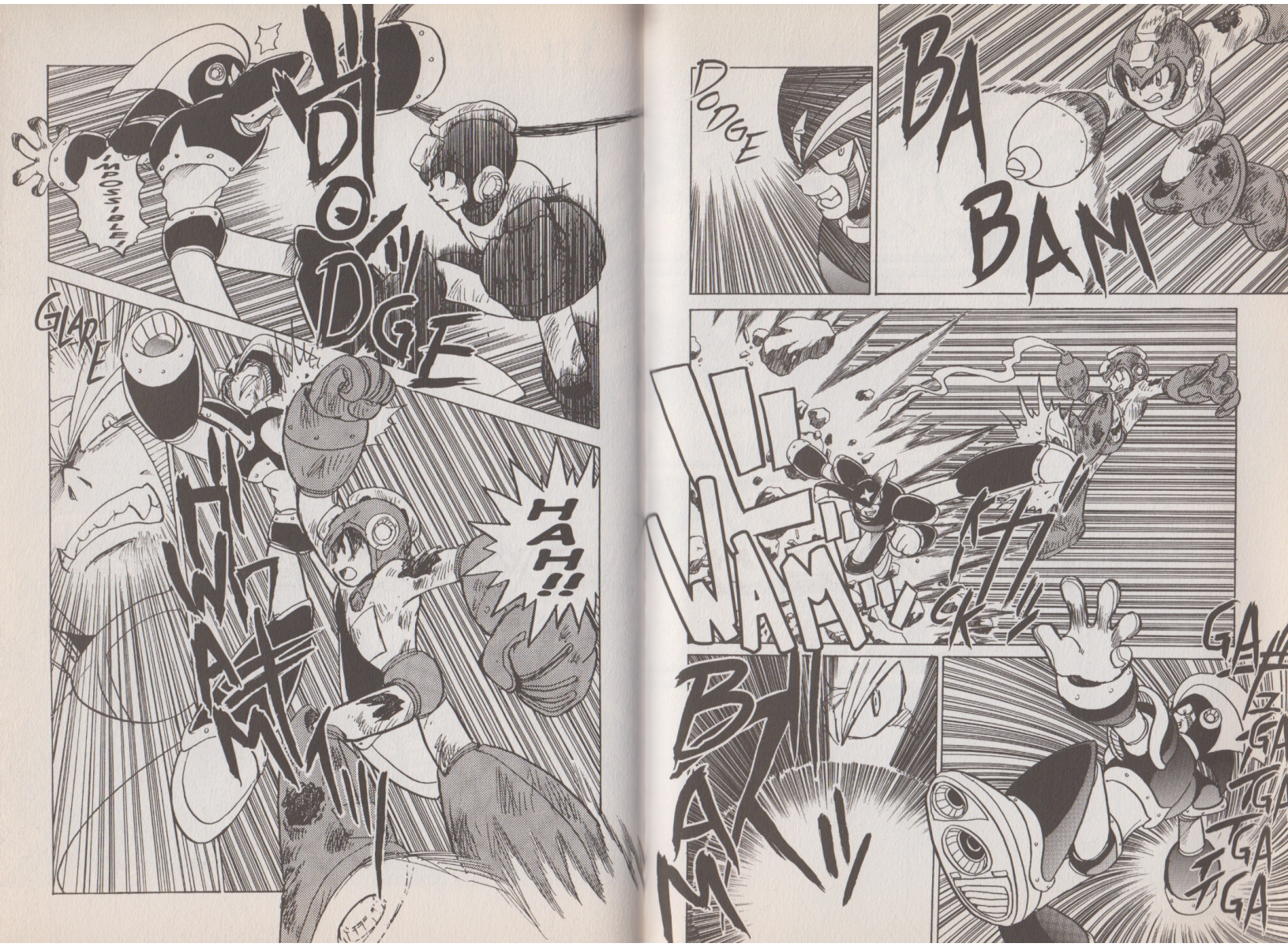
WE'RE NOT HAVING A GOOD DAY TODAY...

IF HE LEARNS TO RELY ON SOMEONE ELSE ALL THE TIME, MEGA MAN WILL NEVER MATURE.
THOUGH HELPING EACH OTHER CAN BE IMPORTANT AT TIMES...
HELPING ALL THE TIME CAN BE DETRIMENTAL AS WELL.

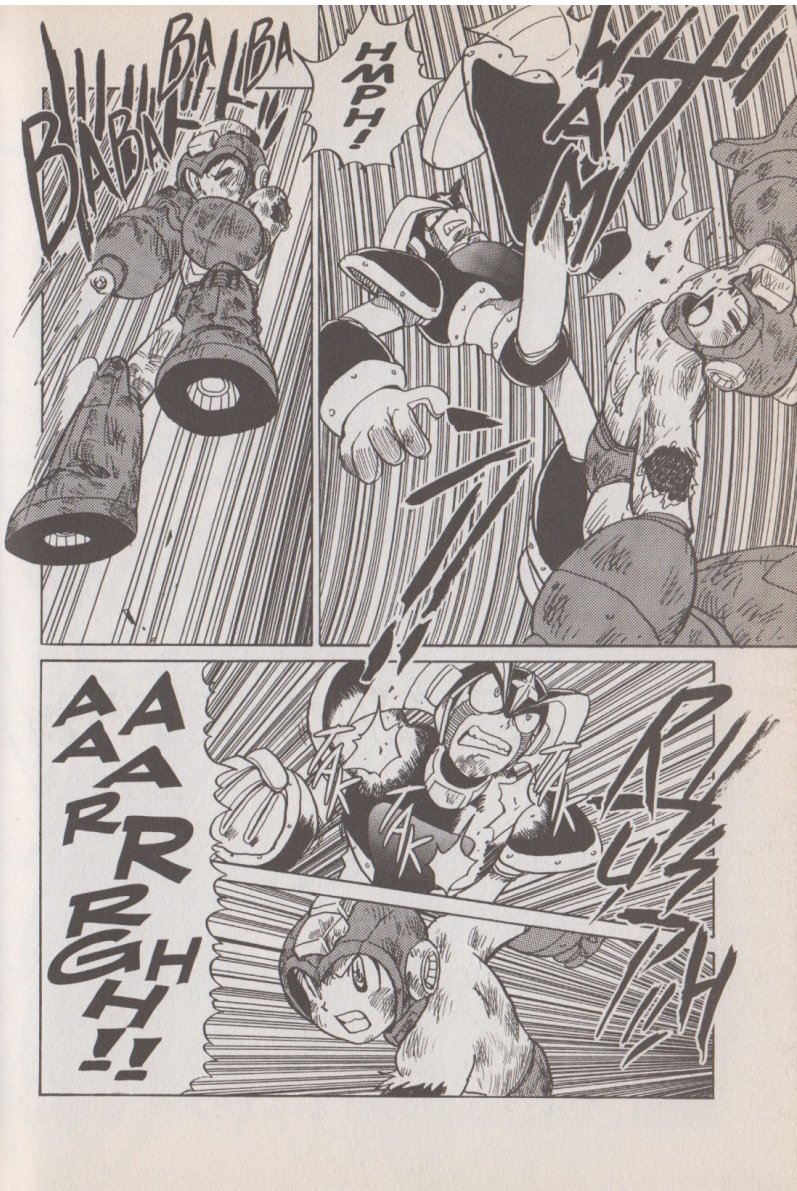
HE WILL NEED THAT STRENGTH IF HE INSISTS ON FIGHTING FOR WORLD PEACE.
MEGA MAN MUST LEARN TO STAND ON HIS OWN TWO FEET.

PROTO MAN?

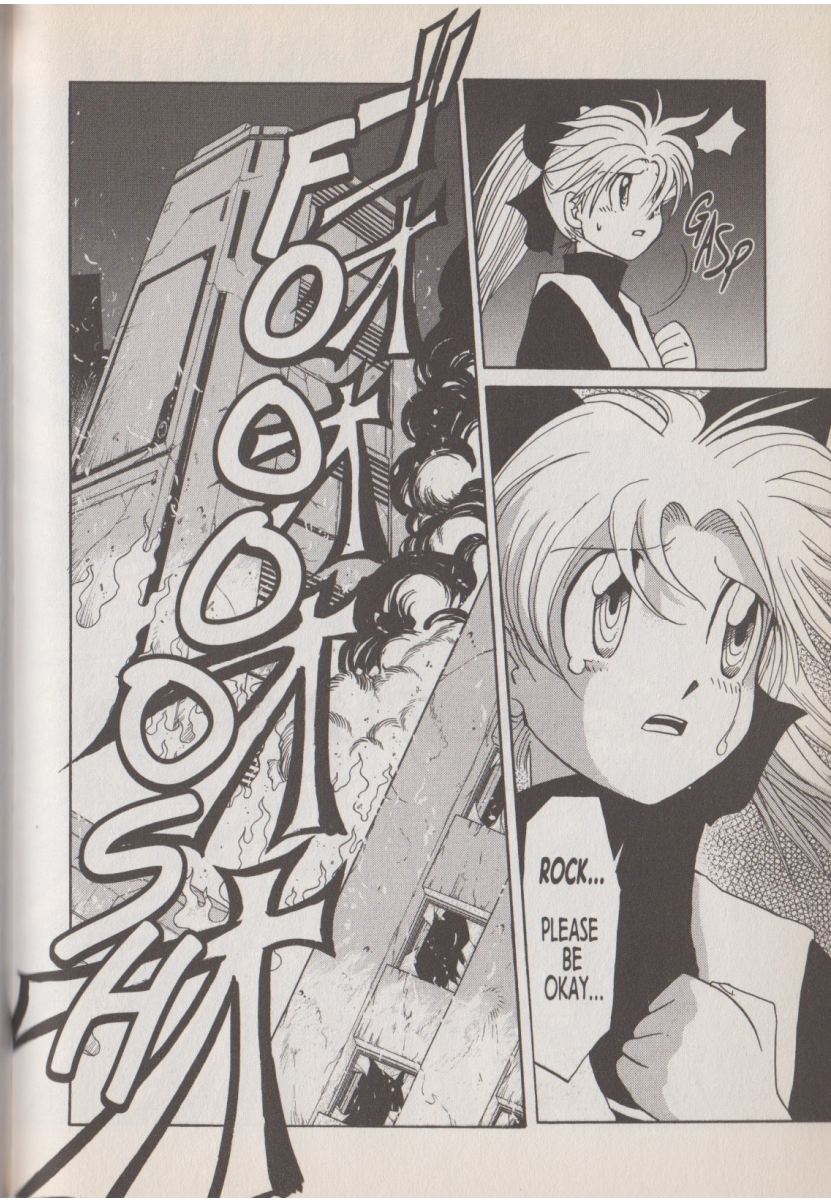

WELCOME...
SO IS THAT YOUR "SERIOUS" LOOK...?
I LIKE THAT LOOK IN YOUR EYE...
A VAST IMPROVE-MENT FROM WHAT I SAW BEFORE.

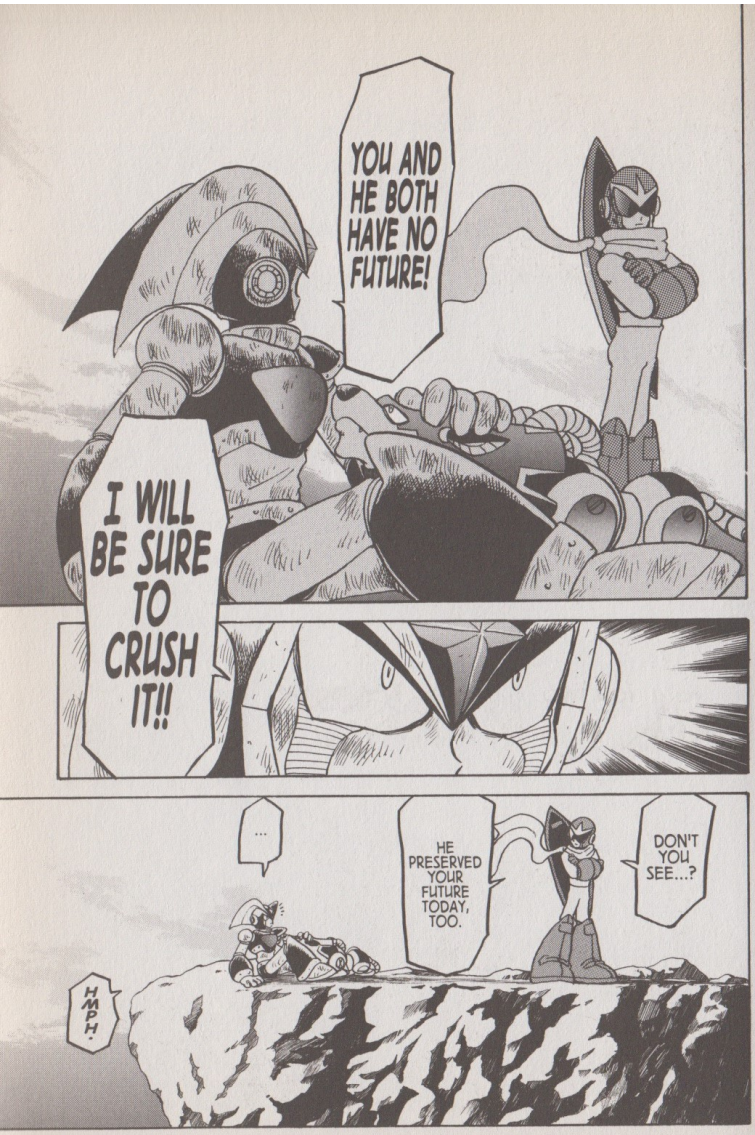

DODGE
BA
BAM
DODGE
IMPOSSIBLE!
GLARE
HAH!!
WAM
CK
BAM
GA
GA
GA
GA
GA

GLARE

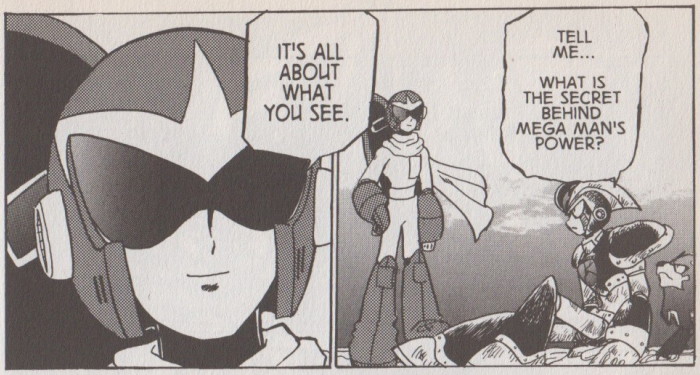

BABABABABA!!
HMPH!
AAARRRGH!!

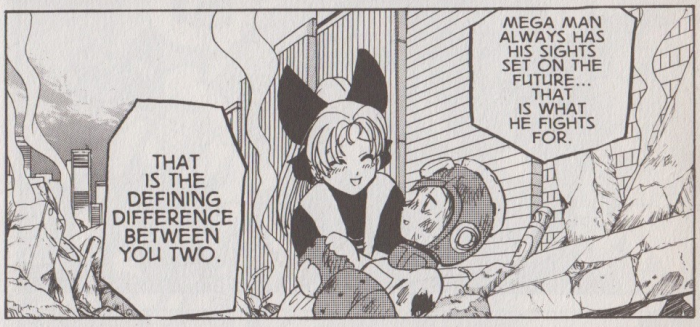
I DIDN'T ASK FOR YOUR HELP...
THAT FIRE WAS NOTHING... I COULD HAVE ESCAPED ON MY OWN.
MY MISTAKE.
SO... WAS THE BATTLE DECIDED?
I DIDN'T LOSE !!
DOES THAT MEAN YOU WON?
GRRR.

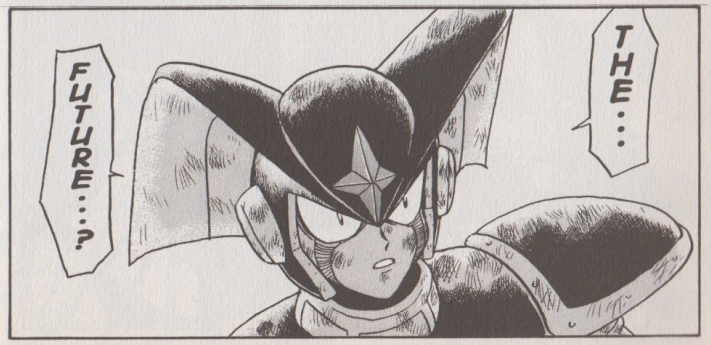

FOOTSTEPS
GASP
ROCK... PLEASE BE OKAY...


YOU AND HE BOTH HAVE NO FUTURE!
I WILL BE SURE TO CRUSH IT!!

...
HE PRESERVED YOUR FUTURE TODAY, TOO.
DON'T YOU SEE...?
HMPH.


IT'S ALL ABOUT WHAT YOU SEE.
TELL ME...
WHAT IS THE SECRET BEHIND MEGA MAN'S POWER?


THAT IS THE DEFINING DIFFERENCE BETWEEN YOU TWO.
MEGA MAN ALWAYS HAS HIS SIGHTS SET ON THE FUTURE... THAT IS WHAT HE FIGHTS FOR.


FUTURE...?
THE...

MEGA MAN MEGAMIX

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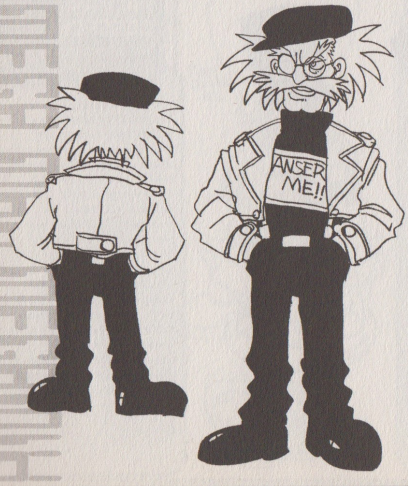
Power Battle -Fin-

DOCTOR THOMAS LIGHT

THE FATHER OF MODERN ROBOTICS

In the year 20XX A.D., Dr. Light laid down the foundation of modern robotic sciences, earning himself the title "Father of Modern Robotics." He is responsible for the development and construction of Mega Man and the other Dr. Light Numbers (DLN). Dr. Light still feels guilty about modifying Rock into Mega Man during Dr. Wily's first attempt at world domination, as his ultimate wish is a world where humans and robots can live in peace and harmony. Will his dream ever come true...? Kind and gentle to a fault, Dr. Light has been known to be gullible at times.



DOCTOR ALBERT W. WILY

THE EVIL YET BRILLIANT MAD SCIENTIST

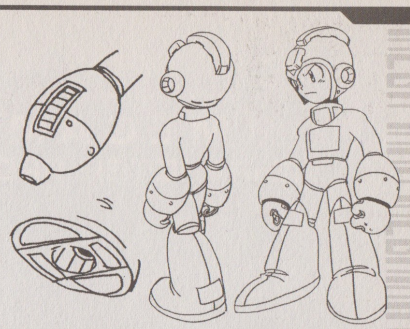
An old schoolmate of Dr. Light's, Dr. Wily is an evil scientist who is intent on taking over the world. Having developed numerous robots himself, Dr. Wily is constantly coming up with new ways to conquer the world. Having a rather unique outlook and philosophy, Dr. Wily never really had anyone in his life who truly understood him. In some ways, Dr. Light was the only one who was willing and able to understand Dr. Wily. Unfortunately, Dr. Light's natural genius and overwhelming success in life had always driven Dr. Wily to view him as a rival more than a friend. In what could be considered a bitter twist of fate, it was the very same Dr. Light and his robots who would eventually come to stand in the way of Dr. Wily and his dark ambitions.

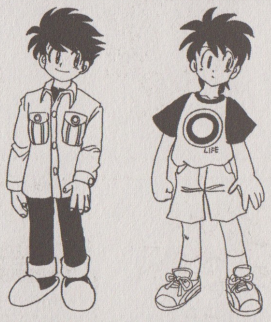
DR. LIGHT NUMBER.001

MEGA MAN

COMBAT ROBOT

Rock was a normal domestic helper robot until he asked Dr. Light to modify him for combat in order to stop his brother robots after they had been reprogrammed by Dr. Wily to cause trouble in the city. Since then, Mega Man has faced Dr. Wily in battle many times, and has undergone many additional modifications. His Mega Buster is now capable of charged shots, and he is more efficient in battle without having to rely on special weapons.





DR. LIGHT NUMBER.001

ROCK

DOMESTIC HELPER ROBOT

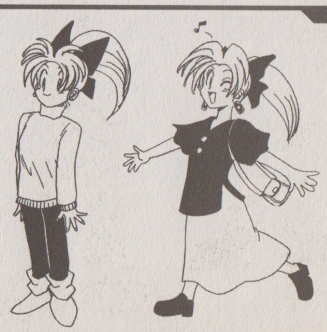
The domestic helper robot that was modified into Mega Man. When he is not in battle, Mega Man returns to his normal life as Rock in Dr. Light's household. When the need arises, Rock is able to change into Mega Man instantaneously. He is a robot with a strong sense of justice and a kind soul.

DR. LIGHT NUMBER.002

ROLL

DOMESTIC HELPER ROBOT

Rock and Roll were developed at the same time. Capable of handling all manner of common household chores, Roll represents everything that a domestic helper robot should be. At times, she has been known to nag Dr. Light about his lifestyle out of concern for his health. Possibly due to her lack of combat abilities, Roll tends to worry more than most whenever Rock has to go into battle. Roll is like a little sister to Rock.

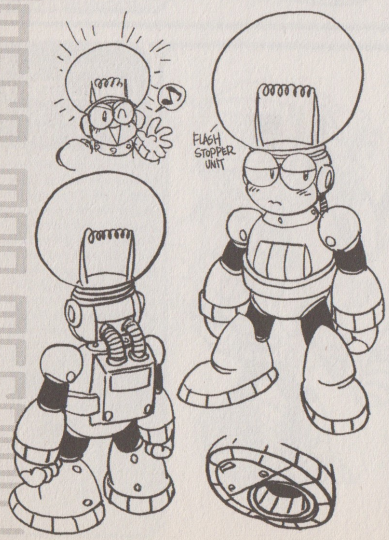


DR. COSSACK NUMBERS.025-032

INFORMATION REGARDING DWN.025-032

The term "Dr. Cossack Numbers" refers to the eight robots (seven industrial robots and one combat robot) created by Dr. Cossack. When Kalinka was kidnapped, the seven robots who were on industrial assignments at the time were ordered to fight Mega Man. The other robot, Skull Man, was a combat robot that Dr. Cossack constructed specifically for the purpose of fighting Mega Man. The fact that Skull Man's appearance uses skulls as a main motif stems from Dr. Cossack's belief that conflict equals death.

When Dr. Cossack's robots were used by Dr. Wily in his fourth attempt at world domination, the Global Robotics Union (which later became the World Robot Alliance) registered them as DWN (Dr. Wily Numbers) robots. Considering the fact that they fought on Dr. Wily's side during that incident, this is their official designation in a way, but here they are listed as DCNs (Dr. Cossack Numbers) to show that they are in fact Dr. Cossack's robots.



DR. COSSACK NUMBER.025

BRIGHT MAN

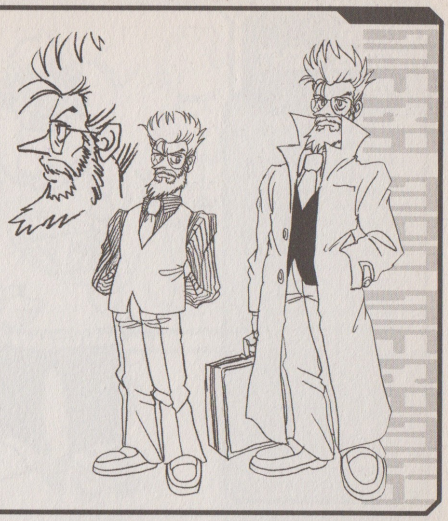
MUNICIPAL LIGHTING ROBOT

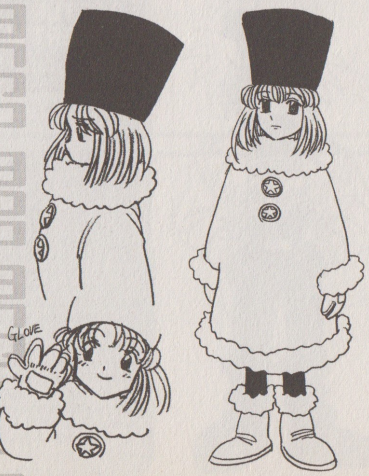
Bright Man was originally assigned to regions that were suffering from a lack of electricity, but was modified to prepare him for battle against Mega Man. His Flash Stopper is capable of producing a one-million watt flash of light, which causes all surrounding robots' eye cameras to activate an industry-standard safety feature that shuts off all visual input, stopping the robots dead in their tracks for a short time. The Flash Stopper's main weakness lies in the fact that its flash of light flares out in every direction, which limits its range, and robots outside of this range are not affected as severely. To power such an intense flash, Bright Man features a large capacity high-voltage capacitor, which is charged using a step-up converter. Due to the sheer size of the capacitor, it takes Bright Man quite a while to charge up to full capacity between uses.

DOCTOR MIKHAIL S. COSSACK

RUSSIAN SCIENTIST

A robotics engineer from Russia. After graduating with a degree in robotics from the Ural Institute of Technology, Dr. Cossack got a job at the Stravinsky Science Academy. One day, Dr. Wily kidnapped Kalinka, Dr. Cossack's only daughter. In exchange for his beloved daughter's safe return, Dr. Cossack was forced to lead the eight robots he had created into battle against Mega Man. After the truth of this incident was revealed, Dr. Light helped Dr. Cossack clear his name and return to the good graces of the scientific society. Since then, Dr. Cossack has intensified his efforts in the research and development of robots. Dr. Light now counts Dr. Cossack among his most trusted friends. Dr. Cossack is the proud recipient of the Brzezinski Science Award and the Scientific Achievement Award, as well as numerous other prestigious awards.





KALINKA COSSACK

DR. COSSACK'S DAUGHTER

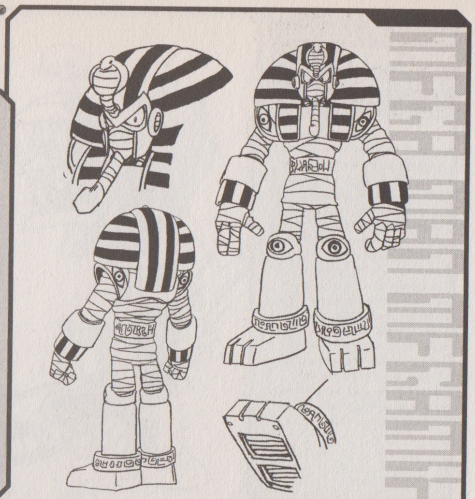
Kalinka is Dr. Cossack's only daughter. Her special talents include ballet dancing and playing the piano, but she dreams of one day becoming a princess in a big castle. (It is possible that the exterior of Dr. Cossack's laboratory is shaped like a castle because Dr. Cossack wanted to make Kalinka's dream come true in a small way.) Ensuring Kalinka's safety was the reason Dr. Cossack went into battle against Mega Man when she was kidnapped by Dr. Wily. From time to time, Kalinka feels that her father pays more attention to his robots than her, which results in a twinge of jealousy. Recently, however, she seems to have more pressing concerns on her mind.

DR. COSSACK NUMBER.028

PHARAOH MAN

PYRAMID EXPLORER ROBOT

Originally developed for the exploration of ruins, Pharaoh Man was created with enhanced agility and durability. He is capable of absorbing and converting both infrared and ultraviolet lights to use as sources of energy. Pharaoh Man can absorb infrared energy from anything that emits heat, and can rely on torches or even the internal heat of the Earth to see while in dark underground areas. To aid him in exploring ruins like pyramids, Pharaoh Man has very acute sensors that allow him to seek out even the faintest source of light, but this also means he is hypersensitive to bright lights. His combat modifications allow him to form solid buster-type projectiles out of the energy he absorbs, which he can then fire at his enemies.

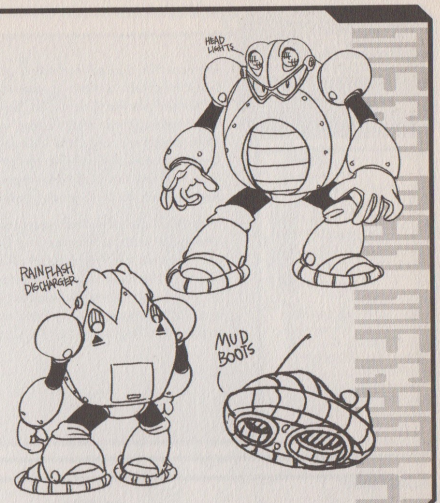


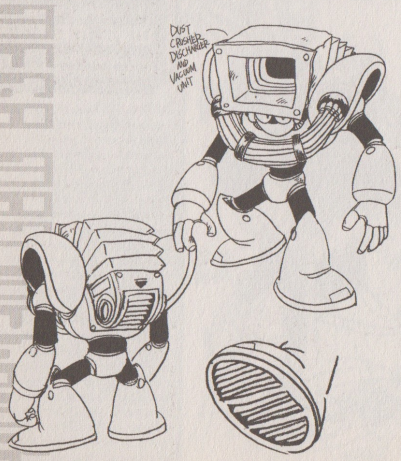
DR. COSSACK NUMBER.026

TOAD MAN

FARM WORKER ROBOT

Toad Man is a farm worker robot capable of causing rainfall in regions suffering from a drought. His Rain Flush ability is comprised of a two-step process: the environmental preparation, then the actual rainfall. In step one, Toad Man emits a spray of high-pressure liquid. (The liquid in this spray is a special ionized colloidal mixture.) The resulting water vapor rapidly expands and reaches its freezing point in the atmosphere. In the second step, Toad Man sprinkles ice crystals into the forming clouds to force the development of rain. When working on farms, Toad Man mixed fertilizers and pesticides into his rain, but after being modified for combat in preparation for his battle against Mega Man, Toad Man instead created acid rain.



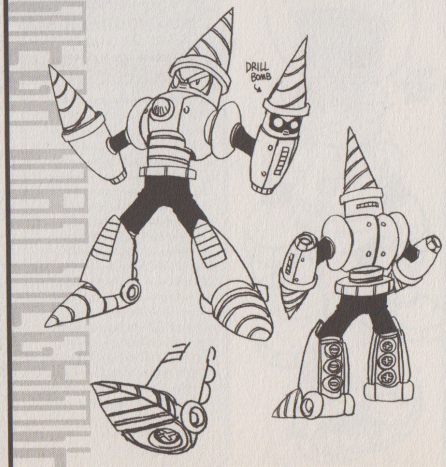


DR. COSSACK NUMBER.030

DUST MAN

MUNICIPAL CLEANER ROBOT

Dr. Cossack developed Dust Man as a possible solution to the increasing waste management issues plaguing the city. Dust Man is equipped with a powerful vacuum duct which he uses to suck up the waste and fine metal particles that are produced in industrial areas. He is then able to crush all of the collected garbage and dust inside his body to form a tightly compact mass which reduces the amount of space taken up by industrial waste. Dust Man's combat modifications allow him to compress air as well as waste using his Dust Crusher, and he uses this pressurized air to launch junk out of his body towards his enemies.



DR. COSSACK NUMBER.027

DRILL MAN

CONSTRUCTION SITE WORKER ROBOT

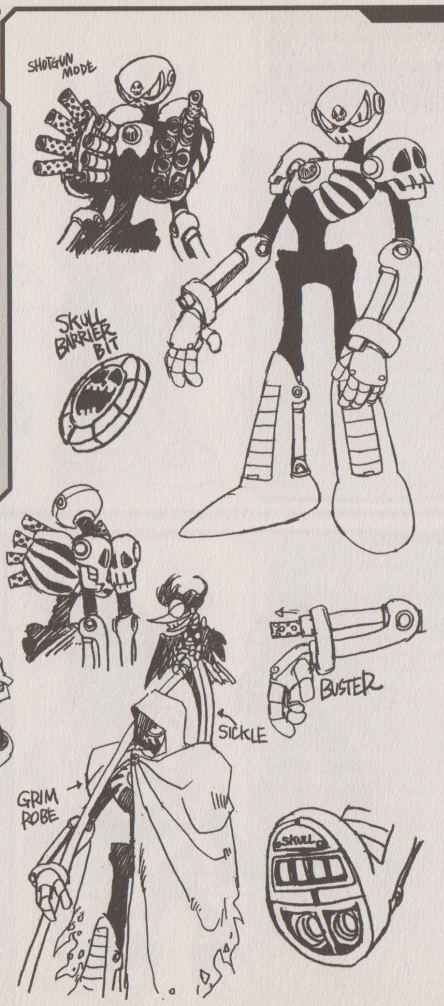
Drill Man has drills built onto his head and the ends of his arms, which grants him greater stability while drilling underground. When faced with a solid rockbed, Drill Man will drill a hole and insert one of his Drill Bombs into the hole. By focusing the explosion on one point in this way, Drill Man is able to efficiently break through any obstruction. The timing of the explosion is controlled by a remote signal emitted from Drill Man himself. When Drill Man was modified for combat, both his external armor and the strength of his bombs were enhanced.

DR. COSSACK NUMBER.032

SKULL MAN

COMBAT ROBOT

Dr. Cossack built Skull Man specifically for the purpose of fighting Mega Man, after Dr. Wily kidnapped Kalinka. The Skull Barrier is Skull Man's unique ability, which he uses by scattering his "Skull Barrier bits" in an electromagnetic field that he produces himself. By blocking any and all incoming attacks, the Skull Barrier allows him to attack his opponent without having to worry about avoiding or taking damage himself. The main drawback of the Skull Barrier is the fact that the user's mobility is restricted while the barrier is in effect. Though Skull Man represents the culmination of Dr. Cossack's skills, he was purposefully created to look like the complete opposite of Dr. Cossack's ideals and thus his existence is more like a nightmare than anything else.

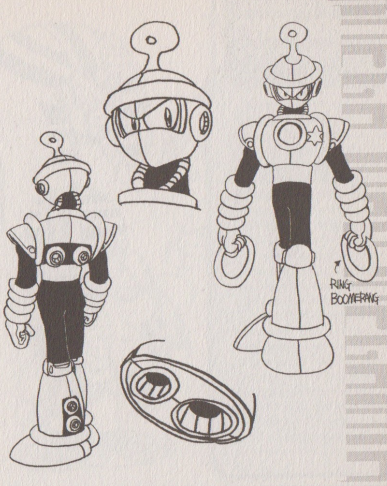


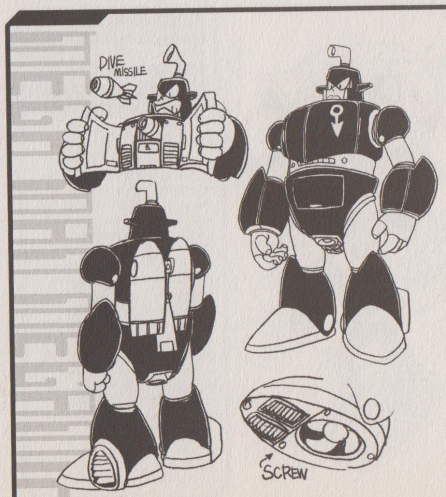
DR. COSSACK NUMBER.029

RING MAN

POLICE ROBOT

To counteract the increasing amount of crime involving robots, Ring Man was created to be a police robot. He was developed with many enhanced abilities to help him deal with a wide variety of robots. The ring shape of his Ring Boomerang was designed so that it would be easy to hold, but more importantly to be a weapon that would avoid fatally injuring human culprits. Due to this safety-conscious design, Ring Man does not have to worry about inadvertently breaking any of the Three Laws of Robotics. In order to fight Mega Man, all of Ring Man's safety settings were removed.





DR. COSSACK NUMBER.031

DIVE MAN

UNDERWATER EXPLORER ROBOT

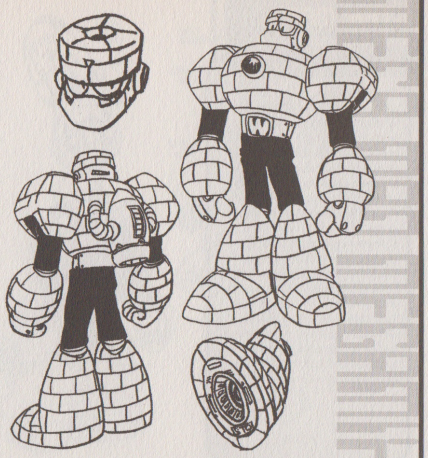
Dive Man is a marine robot that was designed for work in the fishing industry. His ultrasonic sonar allows him to lock onto his target in low-visibility environments. Dive Man's Dive Missiles are mobilized by a screw propulsion system, and are equipped with both active as well as passive sonar systems. Despite all of these features, the Dive Missiles function in almost complete silence. When fighting out of water, the missiles switch to a jet propulsion system, and they also have the added feature of a laser tracking system. In preparation for his battle against Mega Man, Dive Man's agility and durability were enhanced. Dive Man is a true robot of the sea, and can be a little reckless at times; sometimes he even resorts to charging his enemies head-on.

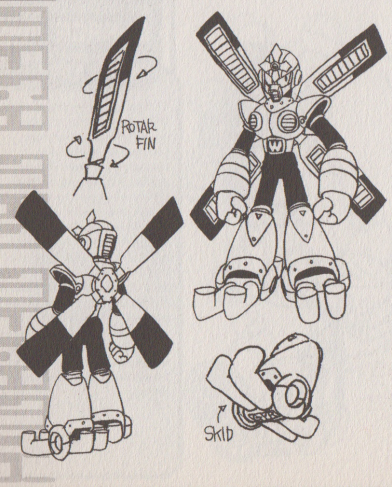
DR. WILY NUMBER.035

STONE MAN

MOUNTAINEER COMBAT ROBOT

Stone Man's body is composed of numerous parts, each of which have basic "bit" functions. This unique composition allows him to disassemble and reassemble at will. Though Stone Man's sheer size makes him an easy target to hit, he is able to evade attacks effectively by disassembling his parts. When he is disassembled in this way, his core is centrally located among his parts and is therefore safe from taking critical damage. Stone Man's main weapon, the Power Stone, causes extremely dense stones to hit his opponent while swinging around his body, accelerated by each other's gravitational pull.





DR. WILY NUMBER.036

GYRO MAN

AERIAL COMBAT ROBOT

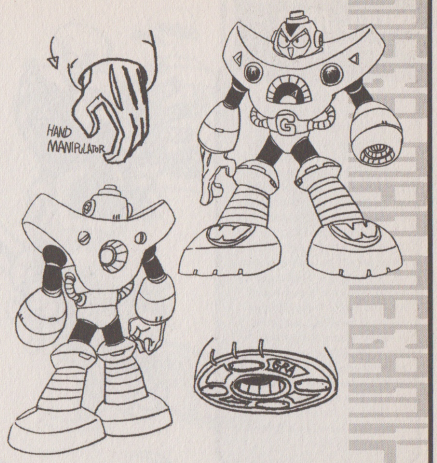
Gyro Man was developed for aerial combat and his original design included jet engines, but a lack of funds forced Dr. Wily to settle for propellers instead. Though flying with propellers means that Gyro Man cannot fly as fast as he would have been able to with jet propulsion, they do offer him more stability during flight. His Gyro Attack works like the classic toys known as bamboo-copters in that the propellers can fly vertically to hit enemies at different elevations. Gyro Man controls this movement by sending remote signals to the propellers and adjusting the speed of their rotation.

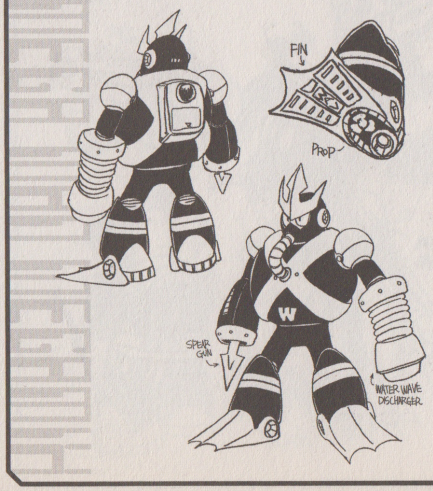
DR. WILY NUMBER.033

GRAVITY MAN

GRAVITY-ALTERING COMBAT ROBOT

Gravity Man is a combat robot who was created for Dr. Wily's fifth attempt at world domination. His Gravity Hold was developed based on the theory that gravitational fields are spatial distortions. Gravity Man is able to choose any one point in his surroundings as a gravitational focal point, and cause a gravitational field to be produced around that point. To create a useful focal point, Gravity Man needs something with mass and usually selects a wall or ceiling for this purpose. When Mega Man uses the Gravity Hold as a special weapon, he creates the focal point within the body of his enemy.





DR. WILY NUMBER.034

WAVE MAN

AMPHIBIOUS COMBAT ROBOT

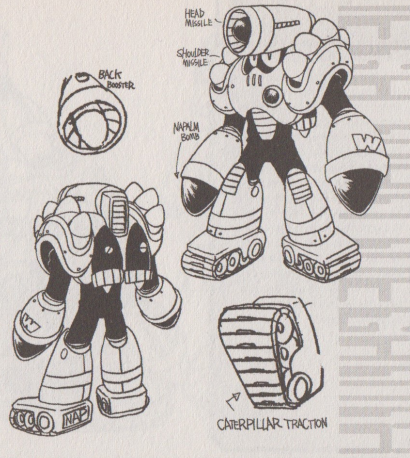
Though Wave Man was mainly constructed with underwater combat in mind, he was given additional features and equipment that would allow him to be just as effective when fighting out of water. His Water Wave forces highly pressurized water into the ground, which travels through underground channels, pipes, and sewer lines to erupt elsewhere as a pillar of rushing water. This attack is based on Pascal's Law, which states that when pressure is applied to a contained liquid, its volume remains uncompressed while the pressure is conveyed undiminished throughout the liquid and to the surfaces of its container.

DR. WILY NUMBER.039

NAPALM MAN

BUILT-IN HEAVY ARTILLERY COMBAT ROBOT

Napalm Man is a combat robot who is essentially a walking armory. Aside from numerous missiles, Napalm Man also has Napalm Bombs installed on his arms. Napalm, which is a mixture of fuel and thickening agents, is accompanied by several mini-bombs in each of Napalm Man's Napalm Bombs. Upon impact, the napalm and mini-bombs are scattered around the area and the resulting explosion, known as the Fire Storm, spreads intense fire over a wide area. To account for the powerful effects and huge range of the Fire Storm, the Napalm Bombs have a built-in time delay feature to give Napalm Man a chance to avoid damage from his own attack. The Fire Storm is more effectively used as a wide range trap than it is as a focused attack aimed at a specific target.

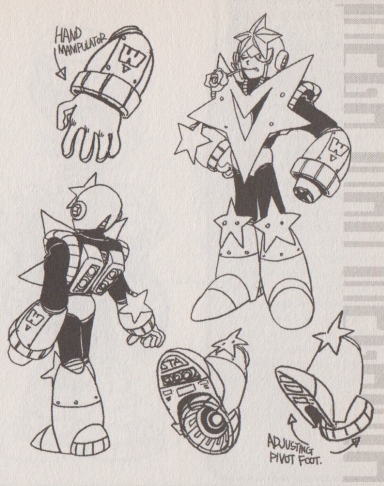


DR. WILY NUMBER.037

STAR MAN

SPACE COMBAT ROBOT

Star Man is a combat robot who acts as the administrator and chief sentry for Dr. Wily's space station. Since he was specifically developed for combat in an environment with almost no gravity, Star Man is equipped with special features that ensure physical stability in space. Though it's not nearly as powerful as Gravity Man's, Star Man does have the ability to create a small gravitational field centered around himself, and this ability is called the Star Crash. This ability not only acts as a defensive barrier for Star Man, but he is also able to release the gravitational field towards his opponent as an attack.

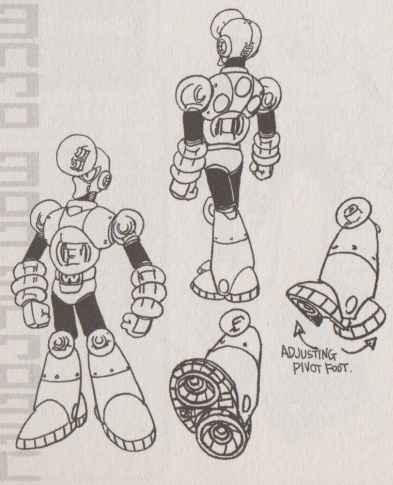


DR. WILY NUMBER.040

CRYSTAL MAN

MINING SITE SENTRY COMBAT ROBOT

Crystal Man is a combat robot who was constructed using natural crystals. Crystal Man utilizes these natural crystals to create artificial crystals through hydrothermal processing. Through his research on the creation of crystals, Dr. Wily developed half-gelatinous crystals which he further refined into the weapon known as the Crystal Eye. This weapon fires a large crystalline ball containing numerous smaller crystal balls, which scatter on impact.

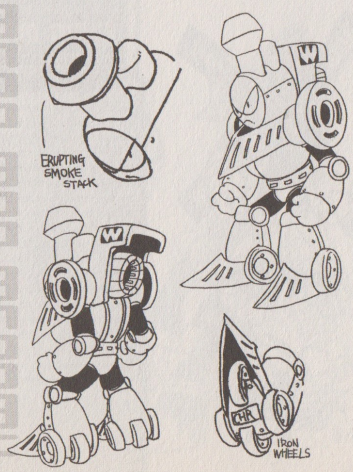


DR. WILY NUMBER.038

CHARGE MAN

TRANSPORT TRAIN SENTRY ROBOT

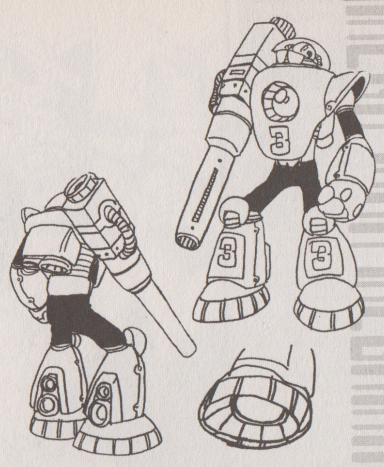
Charge Man is a combat robot who is powered by a steam engine. Heating, expansion, compression, and cooling concludes one cycle of a steam engine, and the temperature difference caused by the heating and cooling is what determines the efficiency of the engine. Charge Man was developed to be a highly efficient engine, and he expels a high amount of heat when executing his Charge Tackle. This excess heat causes his opponent additional injury along with the physical damage caused by the Charge Tackle, and the temperature is so extreme that it can even negate incoming attacks.



DARK MAN 3

SNIPER TYPE

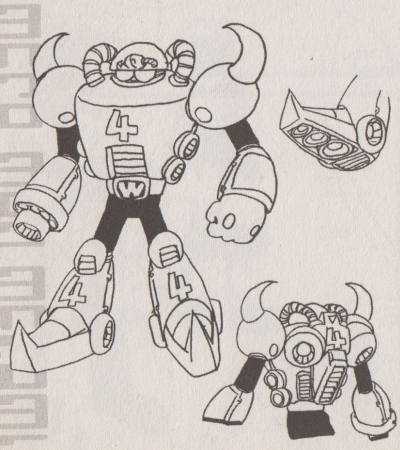
Dark Man 3 is a sniper variation of the Dark Man series of robots. His right arm is a large buster that is capable of repeatedly firing high-velocity projectiles. His swappable feature is the Spark Shot located in his chest, which is capable of stopping his opponent's movements for a short period of time. To improve Dark Man 3's agility in combat, his feet were specially designed to allow him to jump much higher than would normally be possible.



DARK MAN 4

DARK MAN LEADER

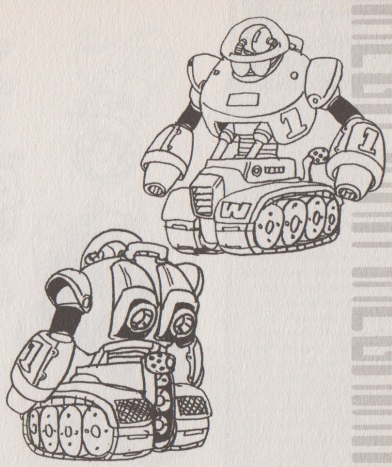
Dark Man 4 acts as the leader of the other Dark Man robots, and was developed using the best features of the other three. His body is made of a special alloy that allows him to not only transform into the shape of other Dark Man robots, but to also displace certain parts of his body to alter his overall form. Dark Man 4's buster and electromagnetic shield are smaller, more efficient versions of those used by the other Dark Man robots.



DARK MAN 1

TANK TYPE

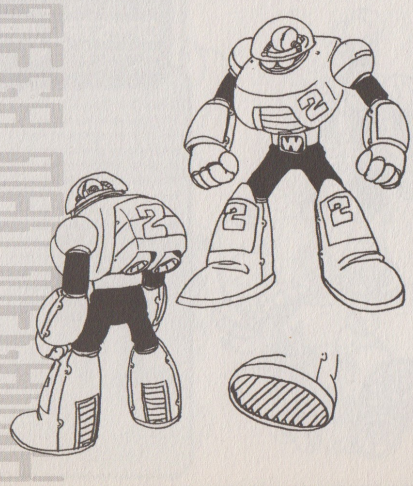
The Dark Man type robots were in charge of defending Dr. Wily's fortress during his fifth attempt at world domination. There are four variations of the Dark Man robot, all of which are based on the same design. Dark Man 1 is the tank variation, and due to his low center of gravity, he gains greater stability while firing the busters on the ends of his arms. The continuous tracks that serve as his feet allow Dark Man 1 to move quickly and turn on a dime. He diverts energy from his electromagnetic shield to power himself.



DARK MAN 2

BARRIER TYPE

As the standard variation of the Dark Man robots, Dark Man 2 is not equipped with any weapons, but has two separate electromagnetic shields that he can use. These electromagnetic shields allow him to swap features with other Dark Man robots, such as Dark Man 1's continuous tracks or Dark Man 3's Spark Shot. While his electromagnetic shields are active, Dark Man 2's internal temperature is constantly rising, so his feet were designed to release heat as needed.

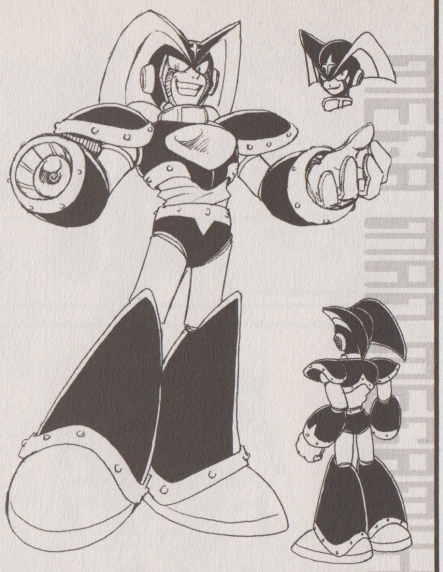


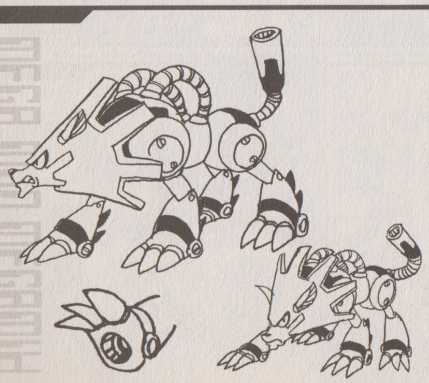
SPECIAL WILY NUMBER

BASS

COMBAT ROBOT

When designing Bass, Dr. Wily carefully filtered through all of the data he had ever collected on Mega Man. Based on the information he had gathered through his many battles against Mega Man, Dr. Wily created Bass with abilities and a Weapon Copy System that surpassed those of Mega Man's. Dr. Wily designed Bass to be a similar model to Mega Man to show off the idea that he could make a robot like Dr. Light's, only better. At the same time, Dr. Wily hoped that with such a similar build, Bass would gather the same combat data as Mega Man from each battle, which would allow Dr. Wily to ascertain what kind of data Mega Man had taken back to Dr. Light. Unfortunately for Dr. Wily, despite turning out to be everything he had wished for as far as abilities were concerned, Bass also developed a strong sense of pride and is rarely willing to obey Dr. Wily's commands.





TREBLE

SPECIAL SUPPORT

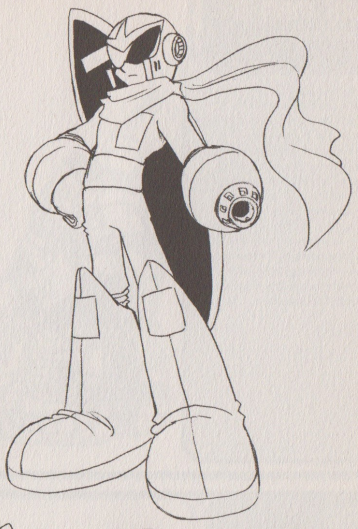
Treble was specifically developed to support Bass in battle. In contrast to Rush, who offers Mega Man transportation through air and water, Treble was given considerable offensive capabilities so that he might better assist Bass in a fight. By merging with Bass, Treble gives him the ability to fly as well as improved offensive capabilities.

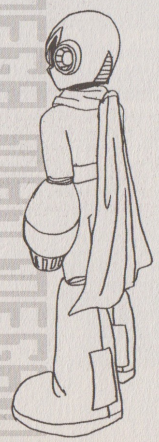
DR. LIGHT NUMBER.000

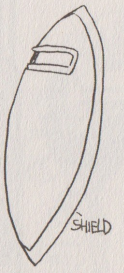
PROTO MAN

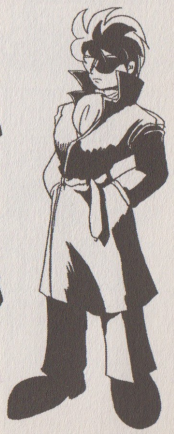
PROTOTYPE ROBOT

Proto Man is a prototype robot that was created before Rock. With the development of robots who were capable of logical thought (albeit limited by their programming) inevitably came situations where those same robots started to act on accord of their own judgement rather than blindly following the orders of humans as their predecessors did. Recognizing the potential danger presented by a prototype with such advanced abilities, Dr. Light included a failsafe feature in Proto Man's design that would prevent him from breaking the Three Laws of Robotics. It was this unfinished failsafe that would later have an unexpected effect on Proto Man's power generator. Eventually, his "free will" led Proto Man to leave Dr. Light's side, disappearing without a trace. The next time Proto Man showed up, it was as a combat robot.



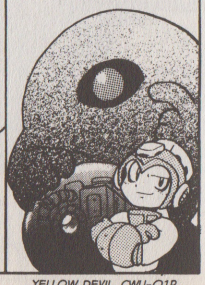






MEGA MAN MANIAX

Hitoshi Ariga
1997
Vol. 001

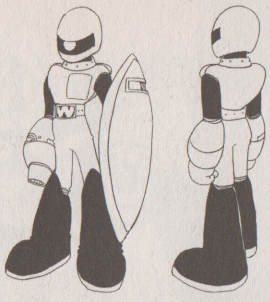


YELLOW DEVIL, CWU-01P, AND COPY ROBOT FROM "MEGA MAN 1"

SNIPER JOE

MASS PRODUCED COMBAT ROBOT

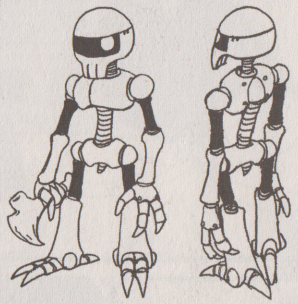
Having discovered Proto Man after he left Dr. Light, Dr. Wily created Sniper Joe based off of Proto Man's specifications. Sniper Joe is a mass production model sentry robot who has a buster, shield, and advanced defenses like Proto Man. Following his success with Sniper Joe, Dr. Wily developed many variations of Joe robots.



SKELETON JOE

JOE VARIATION

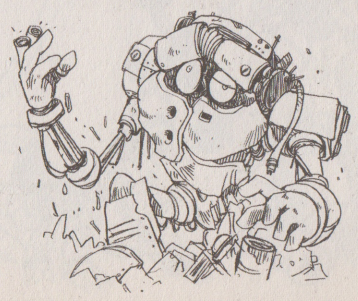
Skeleton Joe was developed as an experiment in creating a robot mainly composed of basic "bits." Since the skeleton form requires very few parts, Skeleton Joe turned out to be a great design for mass production, despite being a prototype model. The knowledge and skill that Dr. Wily gained by creating Skeleton Joe was directly carried over into his research when developing Stone Man.

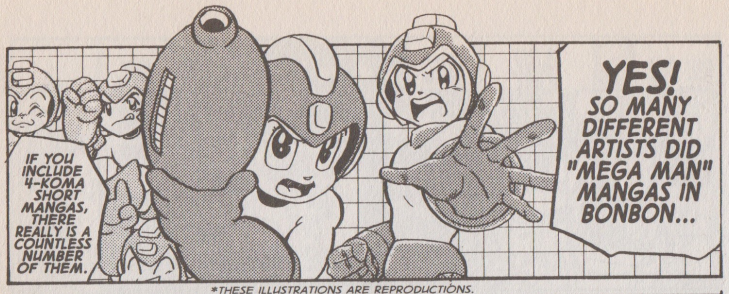


JUNK GOLEM

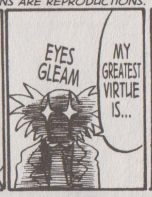
RECYCLED COMBAT ROBOT

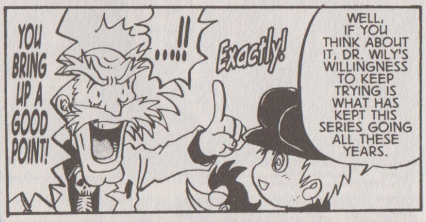
Fleshing out the most basic of frames with chunks of junk is how the Junk Golem was created. Though he may seem like a "rush job" as far as robots are concerned, the many layers of junk that make up his external armor make it difficult to get a critical hit on him. Junk Golem does not have any built-in weapons at his disposal, but his powerful physical strength makes anything within his reach a dangerous weapon.

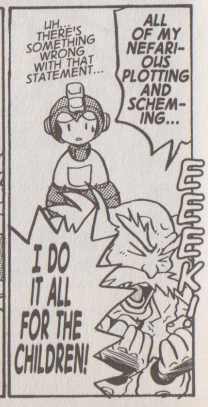




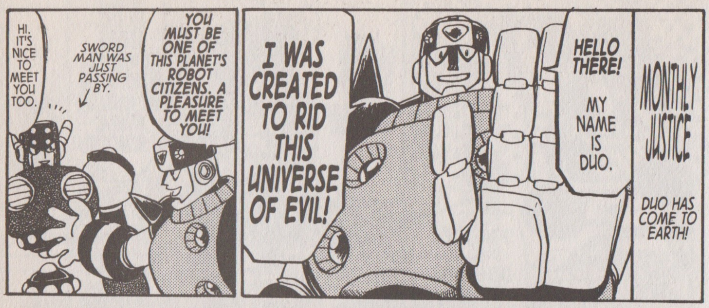
*THESE ILLUSTRATIONS ARE REPRODUCTIONS.

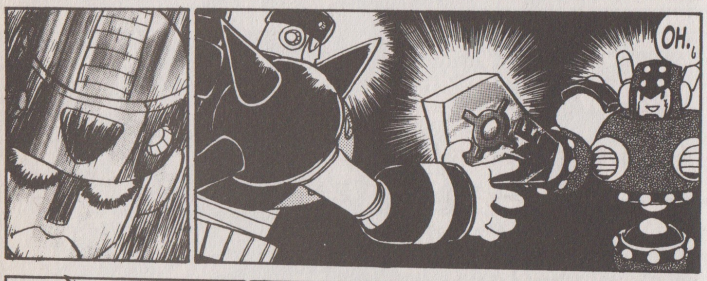


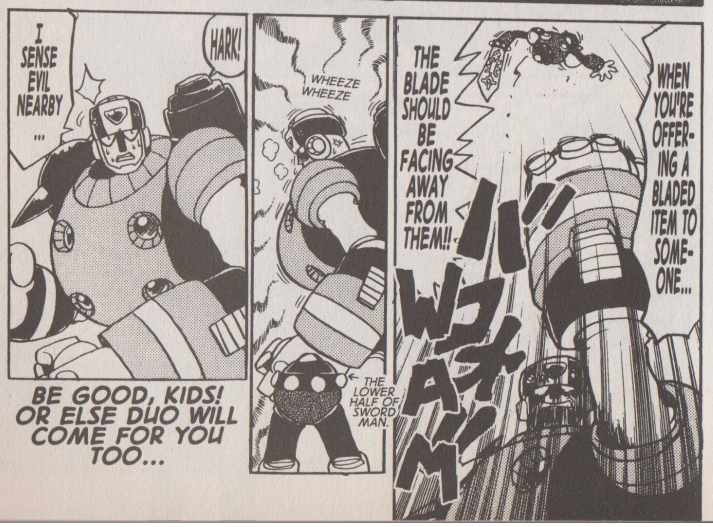




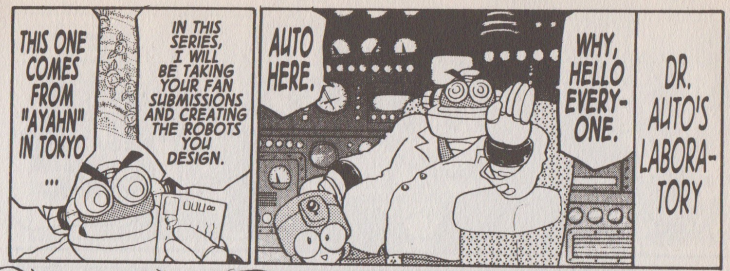
*THESE ILLUSTRATIONS ARE ALL REPRODUCTIONS, THOUGH WILY'S IMAGES HAVE BEEN SLIGHTLY ALTERED.

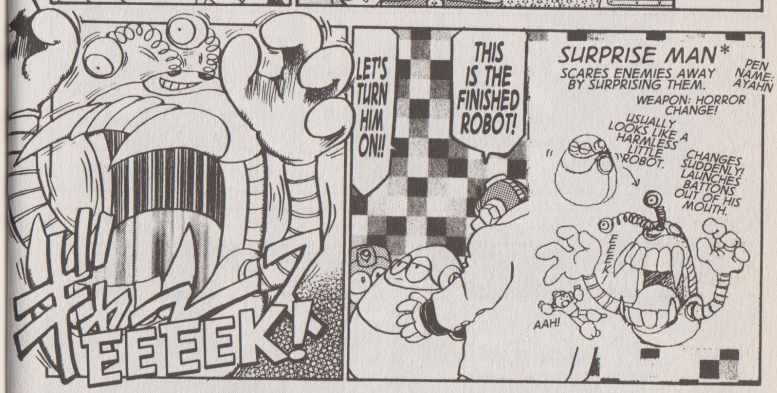


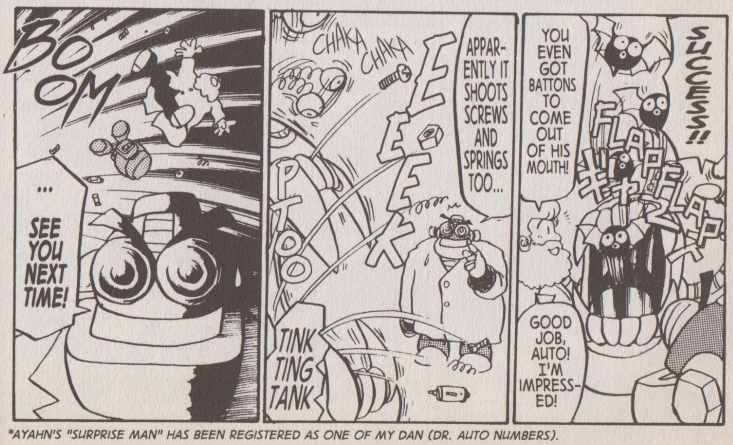




BE GOOD, KIDS! OR ELSE DUO WILL COME FOR YOU TOO...

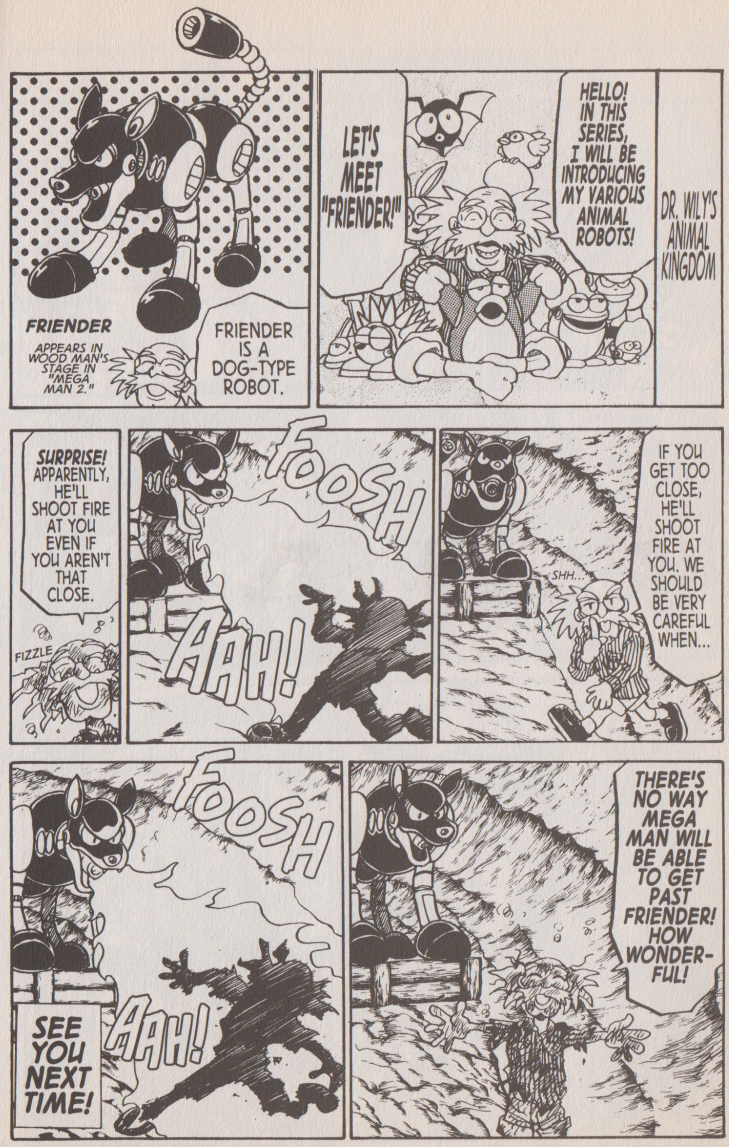


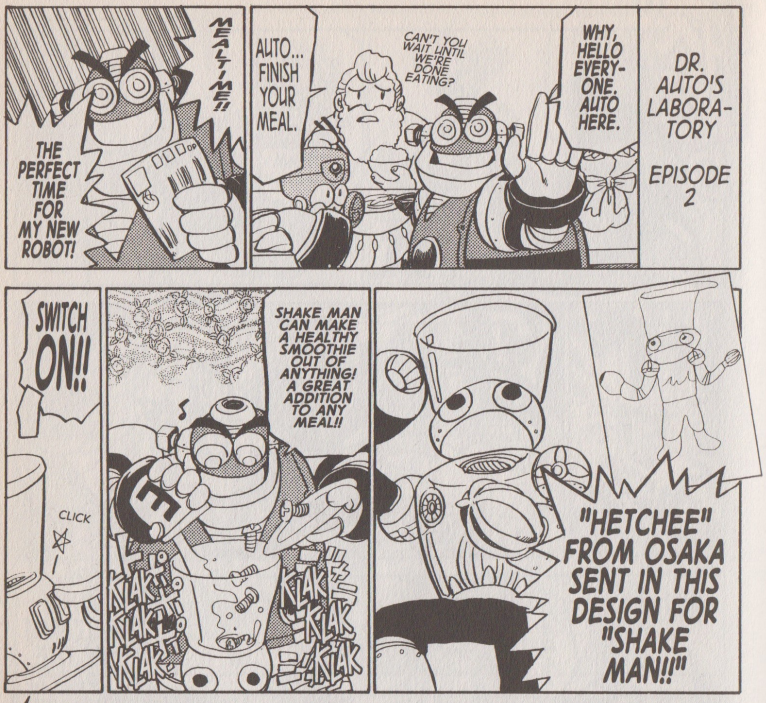




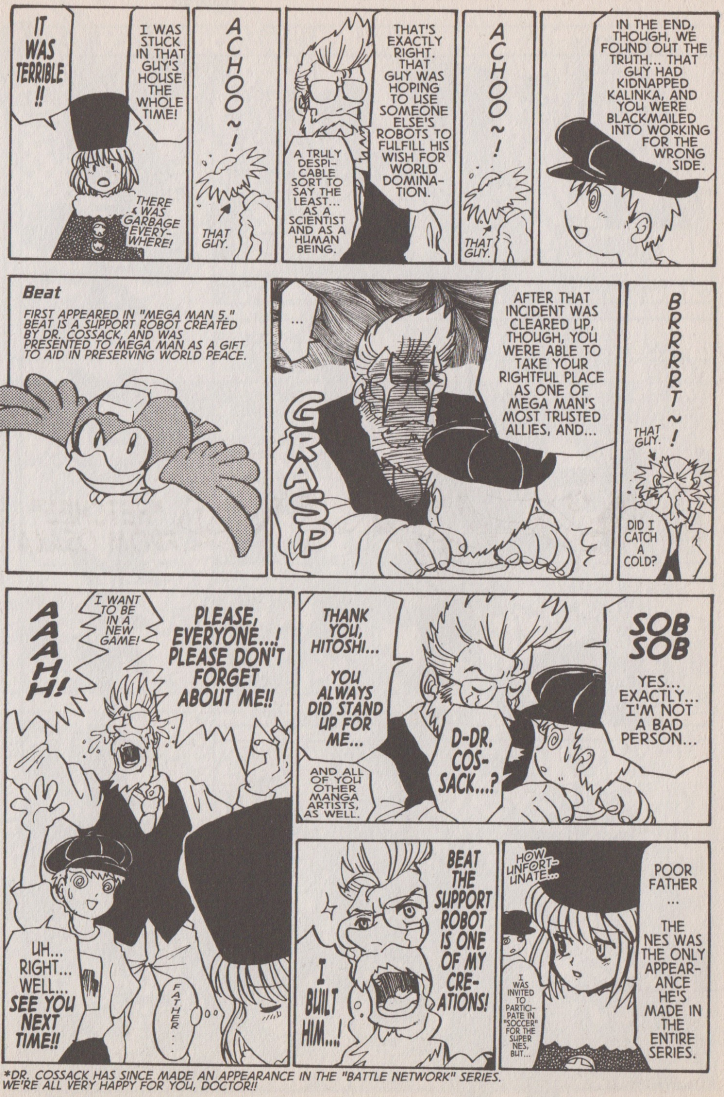
*AYAHN'S "SURPRISE MAN" HAS BEEN REGISTERED AS ONE OF MY DAN (DR. AUTO NUMBERS).

MEGA MAN MANIAX
Hitoshi Ariga
1997
Vol. 002
WE'RE HAPPY TO BE HERE.
WE HAVE TWO VERY SPECIAL GUESTS WITH US TODAY.
DR. MIKHAIL SERGEYEVICH COSSACK
KALINKA COSSACK
THE BOSS ROBOTS IN "MEGA MAN 4" WERE YOUR CREATIONS, WEREN'T THEY?
YES, THEY WERE ALL NEW ENEMIES FOR MEGA MAN.
THE MOST MEMO-RABLE THING FOR ME WAS THAT I FIRST APPEARED AS AN ENEMY.
THAT'S RIGHT, YOU DID!
WHY DON'T WE START BY TALKING ABOUT THE STRONGEST MEMORIES YOU HAVE REGARDING THE GAMES.
THE GAMES!
-ZUUUU-
THE ROBOTS I CREATED WERE ALL QUITE POWERFUL.
THIS WAS AS A FOLLOW-UP TO "MEGA MAN 3," WHERE A CERTAIN SOMEONE WAS PRESUMED TO HAVE DIED.
Dr. Cossack's robots
MECHA DRAGON, GUTS TANK, BOOBEAM TRAP, AND PICOPICO-KUN FROM "MEGA MAN 2."

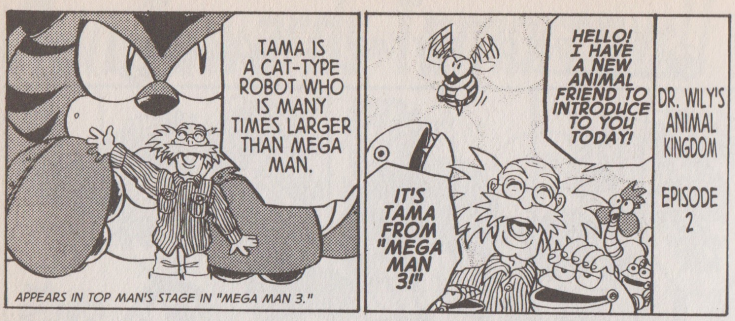

FRIENDER
APPEARS IN WOOD MAN'S STAGE IN "MEGA MAN 2."
FRIENDER IS A DOG-TYPE ROBOT.
LET'S MEET "FRIENDER!"
HELLO! IN THIS SERIES, I WILL BE INTRODUCING MY VARIOUS ANIMAL ROBOTS!
DR. WILY'S ANIMAL KINGDOM
SURPRISE! APPARENTLY, HE'LL SHOOT FIRE AT YOU EVEN IF YOU AREN'T THAT CLOSE.
FIZZLE
FOOSH
AAH!
SHH...
IF YOU GET TOO CLOSE, HE'LL SHOOT FIRE AT YOU. WE SHOULD BE VERY CAREFUL WHEN...
FOOSH
AAH!
SEE YOU NEXT TIME!
THERE'S NO WAY MEGA MAN WILL BE ABLE TO GET PAST FRIENDER! HOW WONDER-FUL!

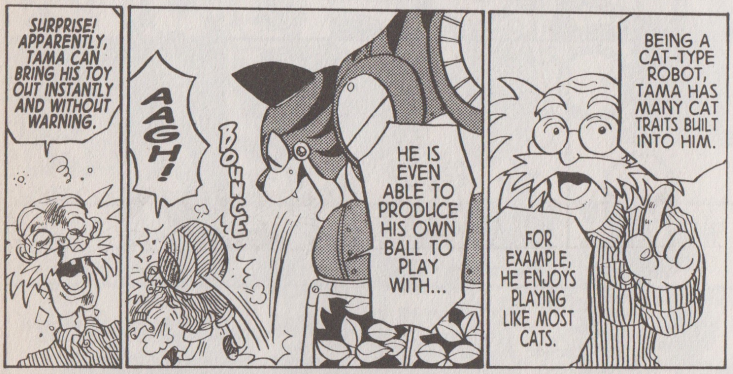


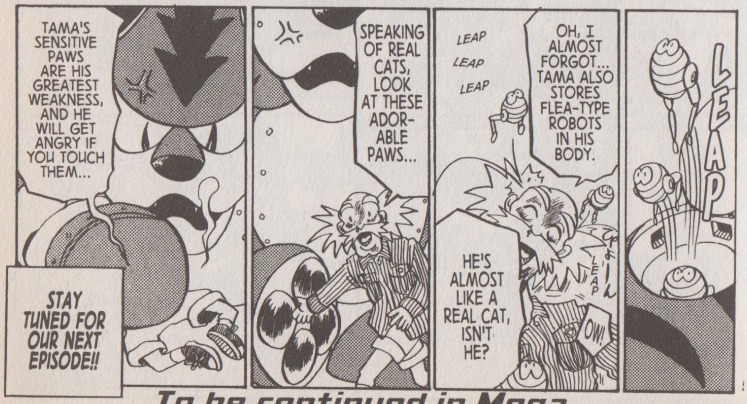
HETCHEE'S "SHAKE MAN" IS NOW REGISTERED AS DAN (DR. AUTO NUMBER) 002.



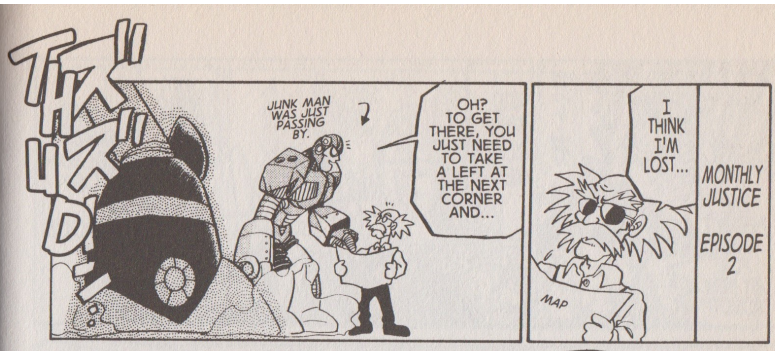
*DR. COSSACK HAS SINCE MADE AN APPEARANCE IN THE "BATTLE NETWORK" SERIES. WE'RE ALL VERY HAPPY FOR YOU, DOCTOR!!

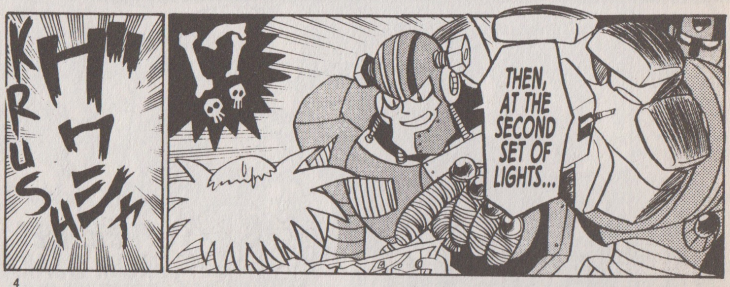


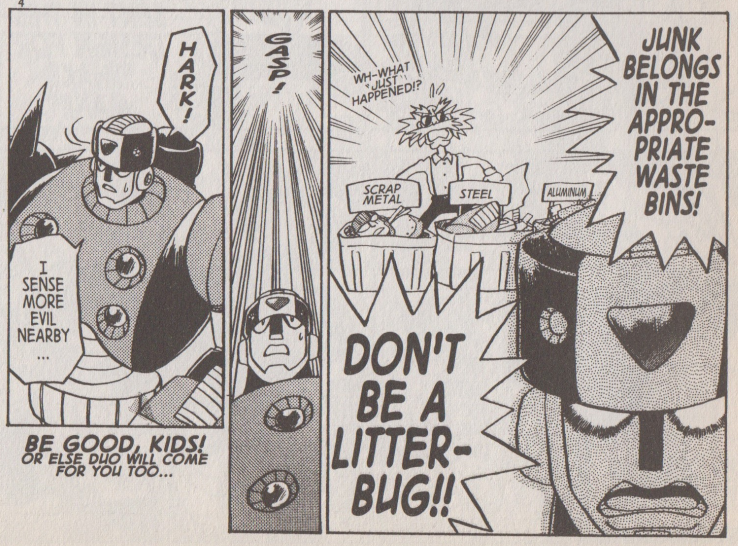




To be continued in Mega Man Megamix Volume 3

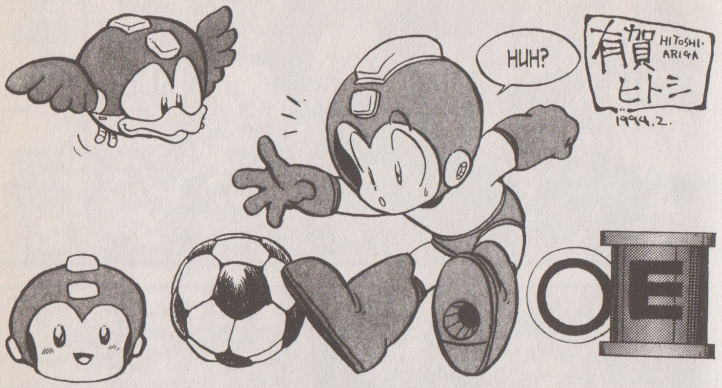


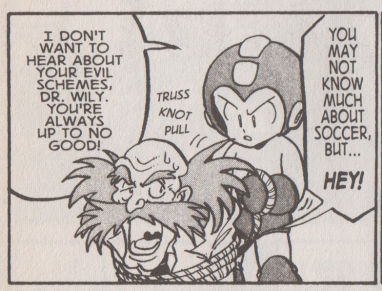


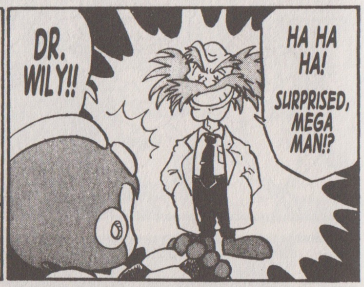


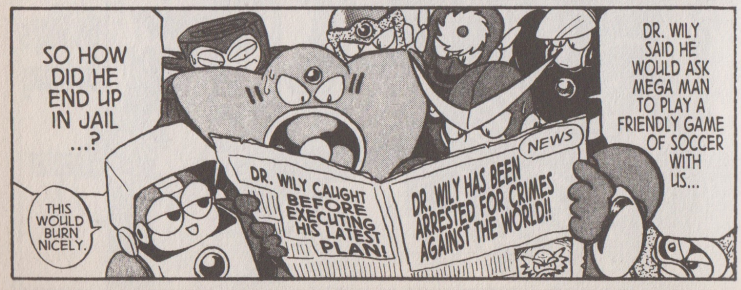
BE GOOD, KIDS! OR ELSE DUO WILL COME FOR YOU TOO...

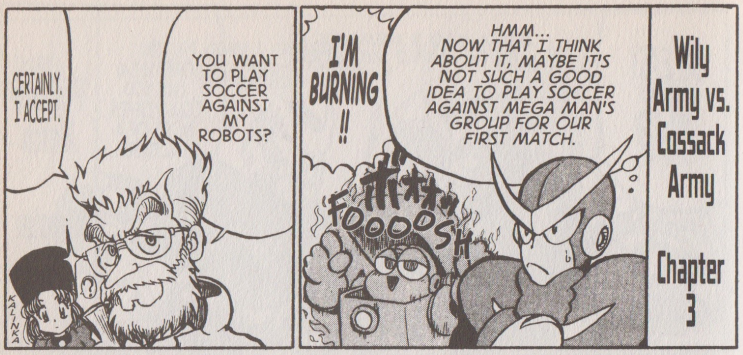
Run Towards Tomorrow!!

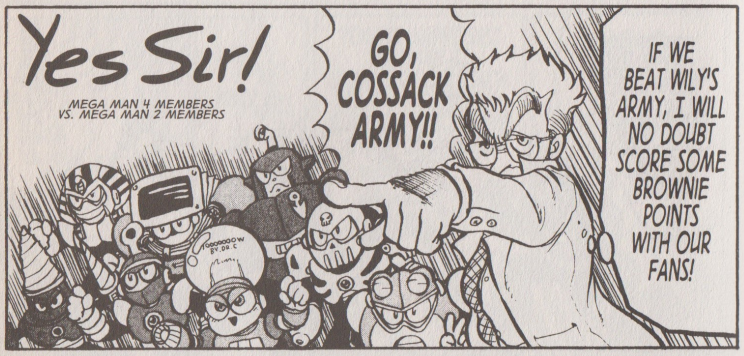


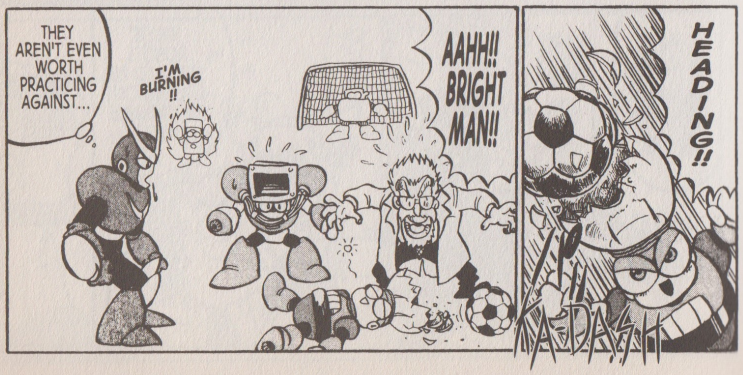


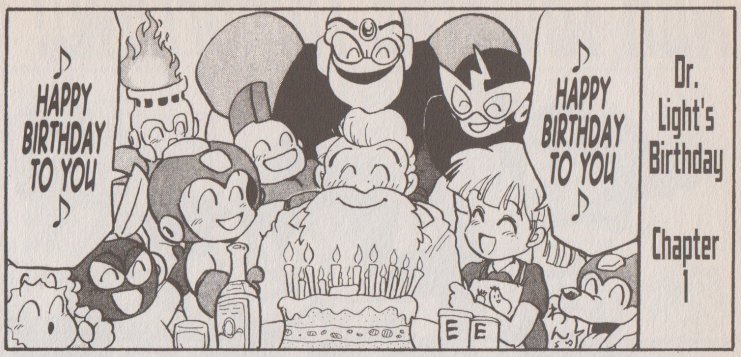


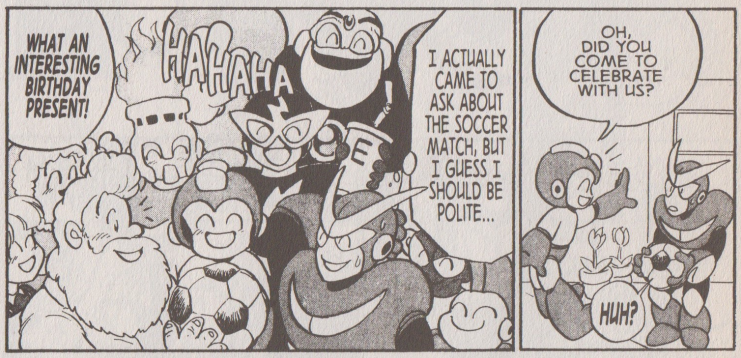



CERTAINLY. I ACCEPT.
YOU WANT TO PLAY SOCCER AGAINST MY ROBOTS?
I'M BURNING !!
FOOOOSH
HMM... NOW THAT I THINK ABOUT IT, MAYBE IT'S NOT SUCH A GOOD IDEA TO PLAY SOCCER AGAINST MEGA MAN'S GROUP FOR OUR FIRST MATCH.
Wily Army vs. Cossack Army
Chapter 3

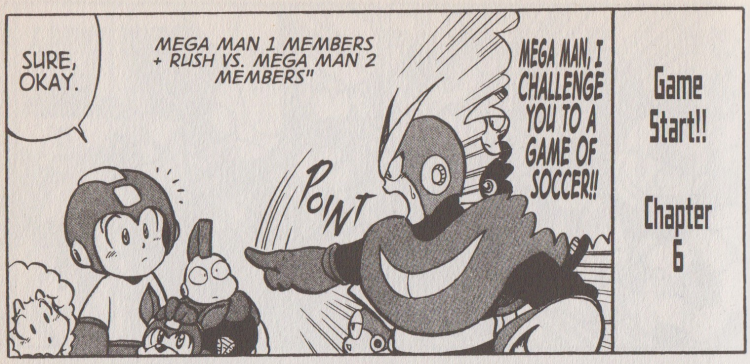

Yes Sir!
MEGA MAN 4 MEMBERS VS. MEGA MAN 2 MEMBERS
GO, COSSACK ARMY!!
IF WE BEAT WILY'S ARMY, I WILL NO DOUBT SCORE SOME BROWNIE POINTS WITH OUR FANS!

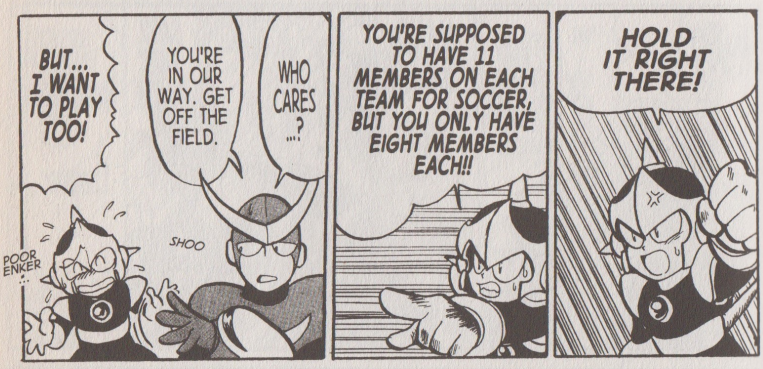

THEY AREN'T EVEN WORTH PRACTICING AGAINST...
I'M BURNING !!
AAHH!! BRIGHT MAN!!
HEADING!!
YEAH

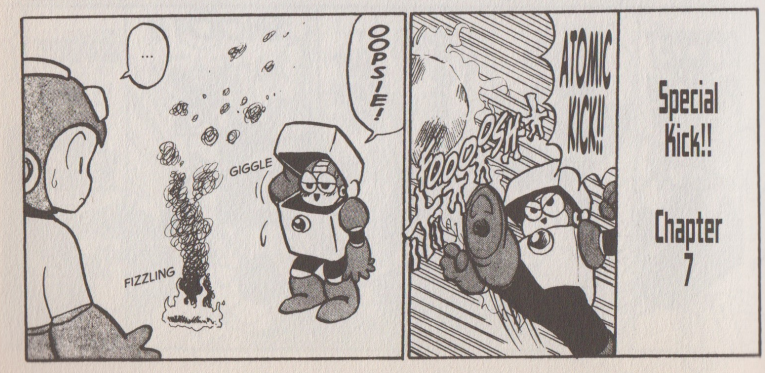

♪ HAPPY BIRTHDAY TO YOU ♪
♪ HAPPY BIRTHDAY TO YOU ♪
Dr. Light's Birthday
Chapter 1

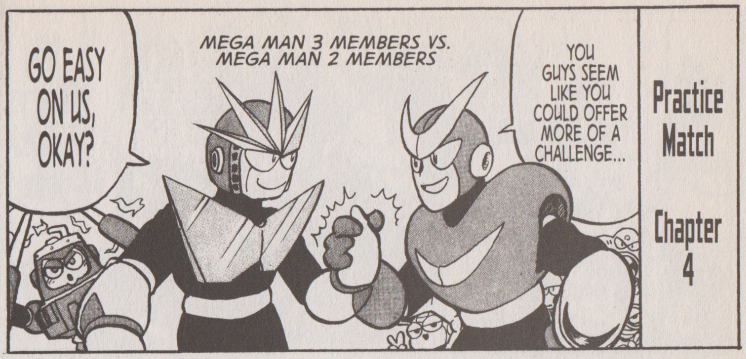

WHAT AN INTERESTING BIRTHDAY PRESENT!
HAHAHA
I ACTUALLY CAME TO ASK ABOUT THE SOCCER MATCH, BUT I GUESS I SHOULD BE POLITE...
OH, DID YOU COME TO CELEBRATE WITH US?
HUH?

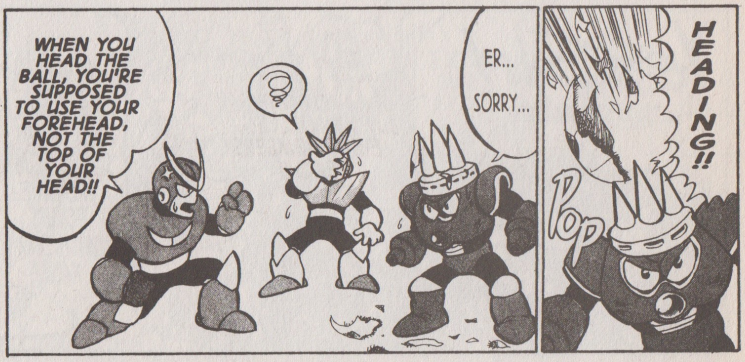
S-S-SORRY!!
KEEP IT DOWN! I'M TRYING TO SLEEP HERE!!
YIKES
♪ HAPPY BIRTHDAY TO YOU ♪
Dr. Wily's Birthday
Chapter 2

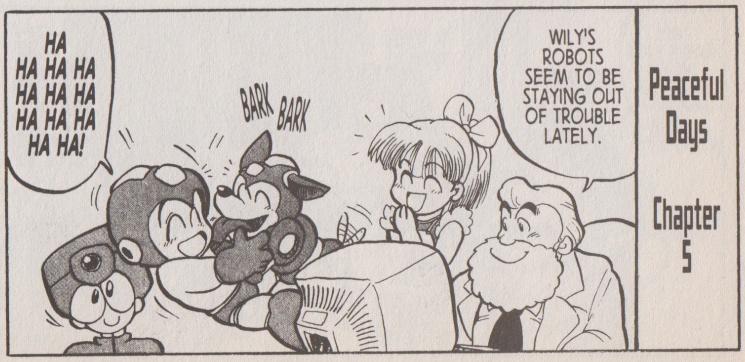

SURE, OKAY.
MEGA MAN 1 MEMBERS + RUSH VS. MEGA MAN 2 MEMBERS"
POINT
MEGA MAN, I CHALLENGE YOU TO A GAME OF SOCCER!!
Game Start!!
Chapter 6

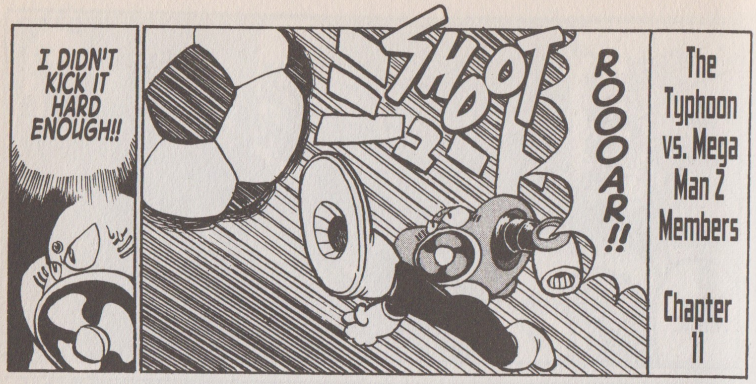

BUT... I WANT TO PLAY TOO!
YOU'RE IN OUR WAY. GET OFF THE FIELD.
WHO CARES...?
SHOO
POOR ENKER
YOU'RE SUPPOSED TO HAVE 11 MEMBERS ON EACH TEAM FOR SOCCER, BUT YOU ONLY HAVE EIGHT MEMBERS EACH!!
HOLD IT RIGHT THERE!


...
OOPSIE!
GIGGLE
FIZZLING
ATOMIC KICK!!
KOOO-BAM
Special Kick!!
Chapter 7


GO EASY ON US, OKAY?
MEGA MAN 3 MEMBERS VS. MEGA MAN 2 MEMBERS
YOU GUYS SEEM LIKE YOU COULD OFFER MORE OF A CHALLENGE...
Practice Match
Chapter 4

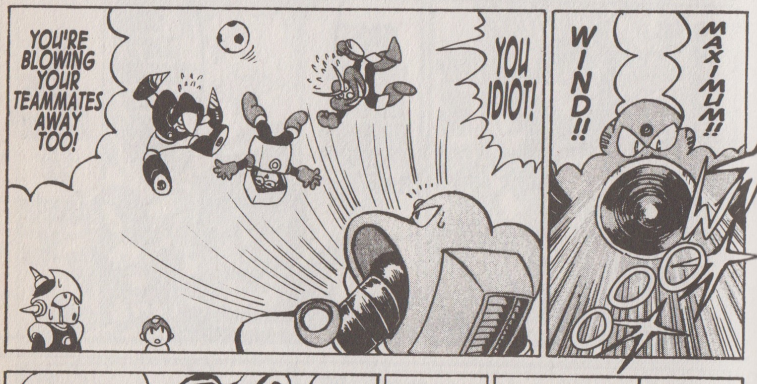

WHEN YOU HEAD THE BALL, YOU'RE SUPPOSED TO USE YOUR FOREHEAD, NOT THE TOP OF YOUR HEAD!!
ER... SORRY...
HEADING!!
POP

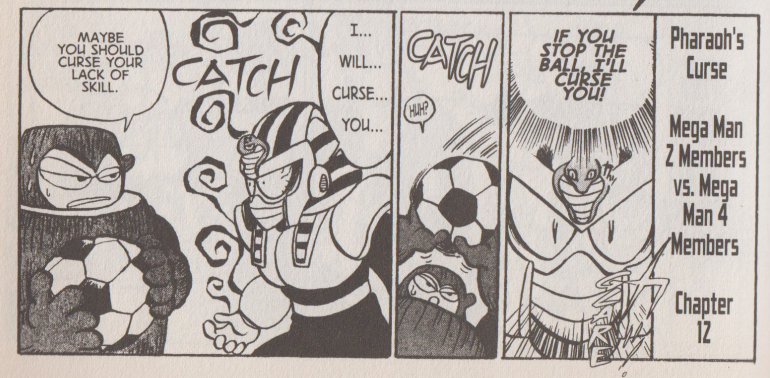

HA HA HA HA HA HA HA HA HA HA!
BARK BARK
WILY'S ROBOTS SEEM TO BE STAYING OUT OF TROUBLE LATELY.
Peaceful Days
Chapter 5



The Typhoon vs. Mega Man Z Members

Chapter 11

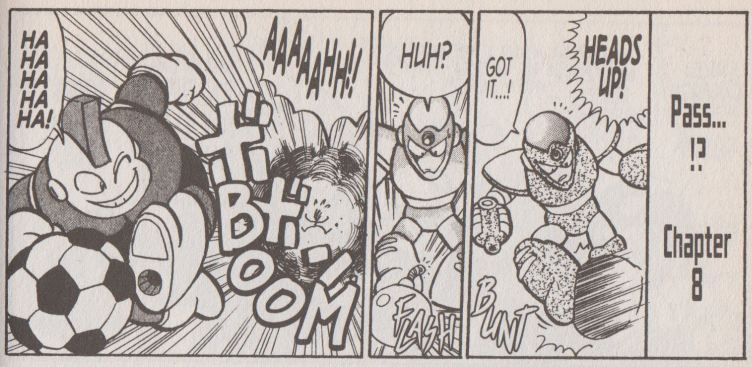




Pharaoh's Curse

Mega Man Z Members vs. Mega Man 4 Members

Chapter 12

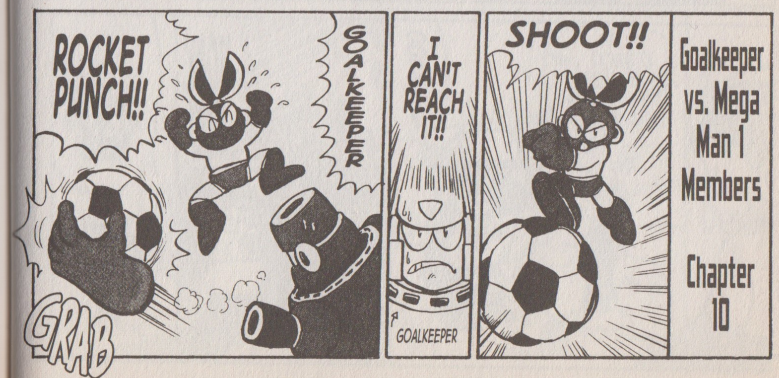


Pass...!?

Chapter 8

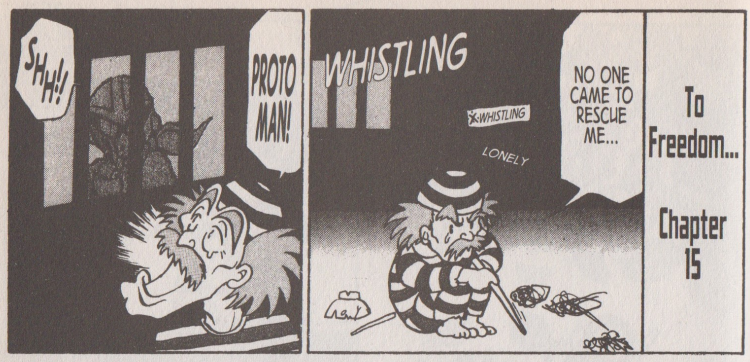
Hand Ball

Chapter 9



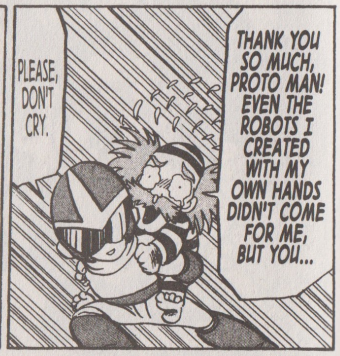
Goalkeeper vs. Mega Man 1 Members

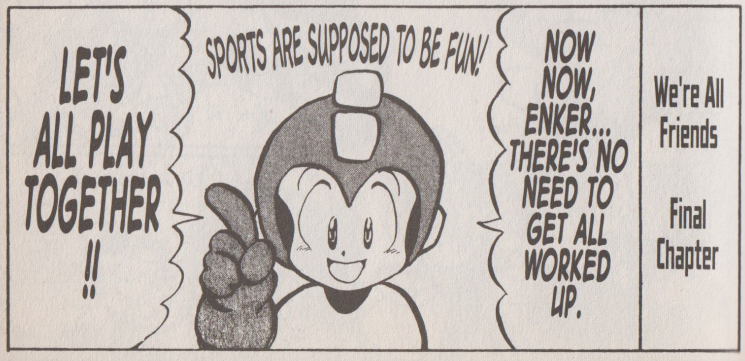
Chapter 10



To Freedom...

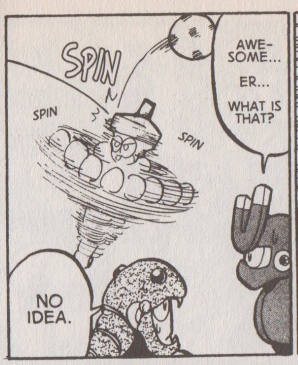
Chapter 15

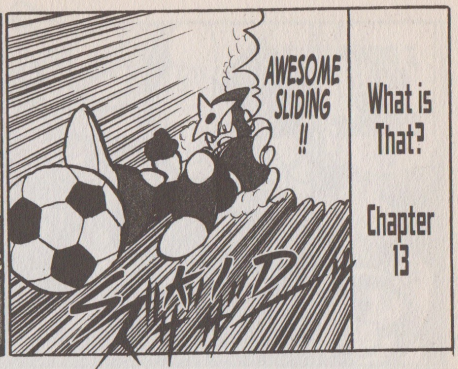




We're All Friends

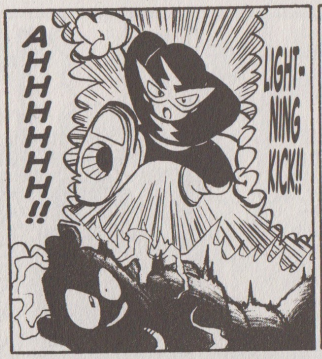
Final Chapter

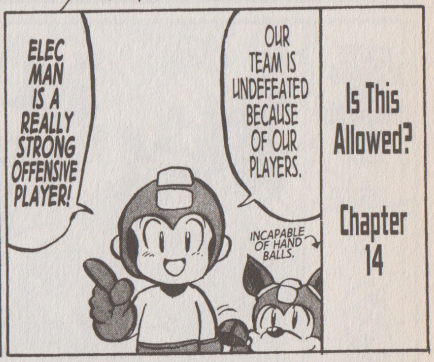




What is That?

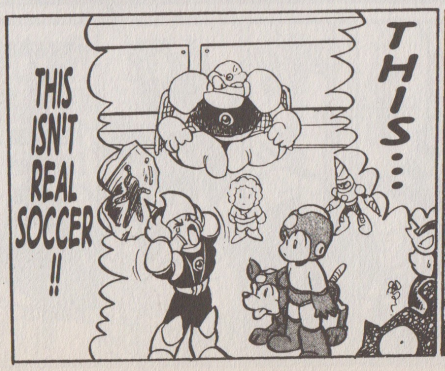
Chapter 13

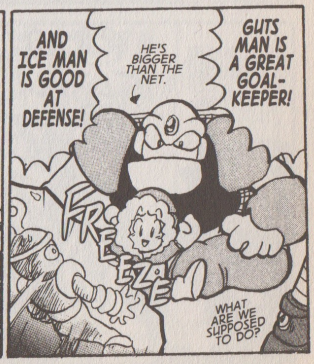




Is This Allowed?

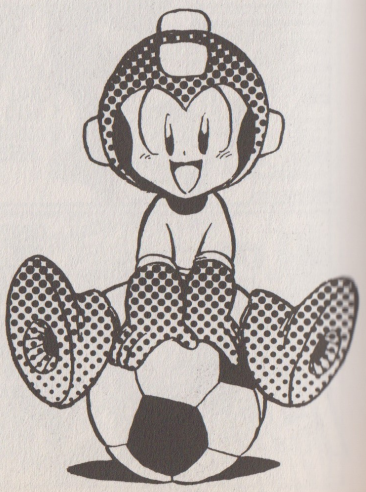
Chapter 14

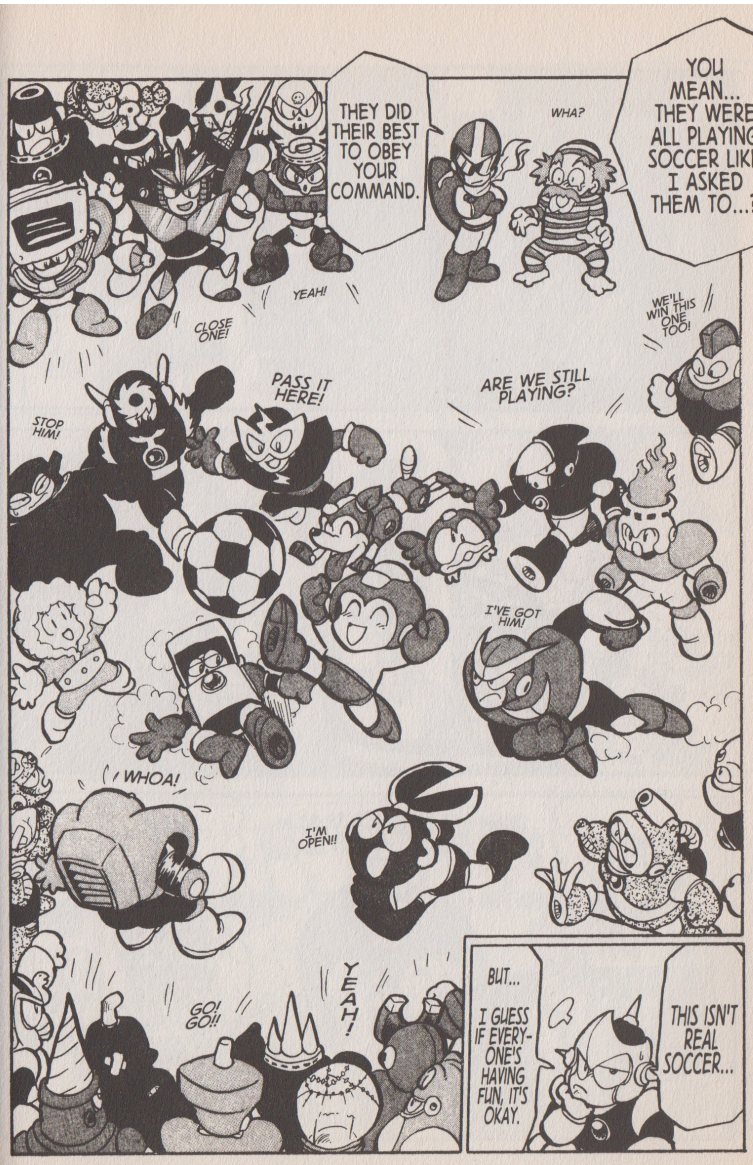


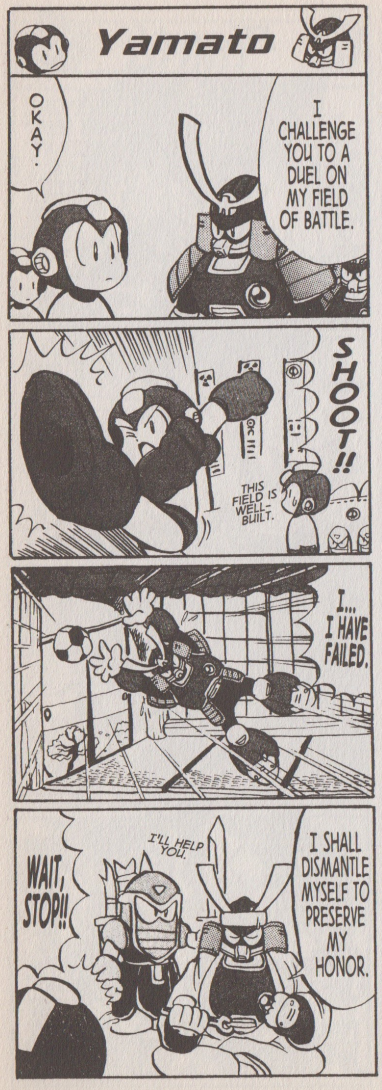


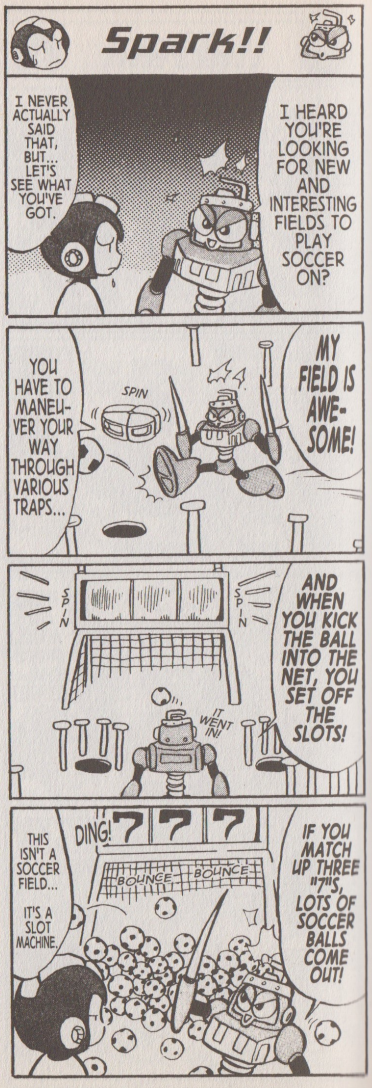
Full of Energy!

Full of Dreams!!

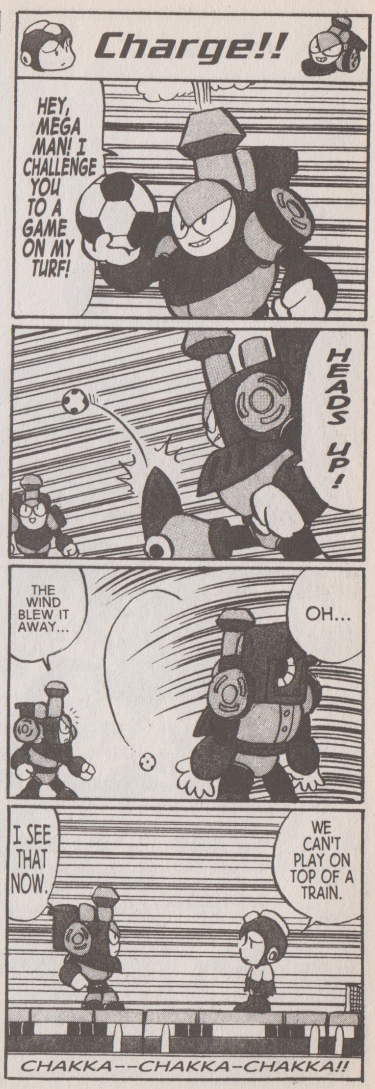


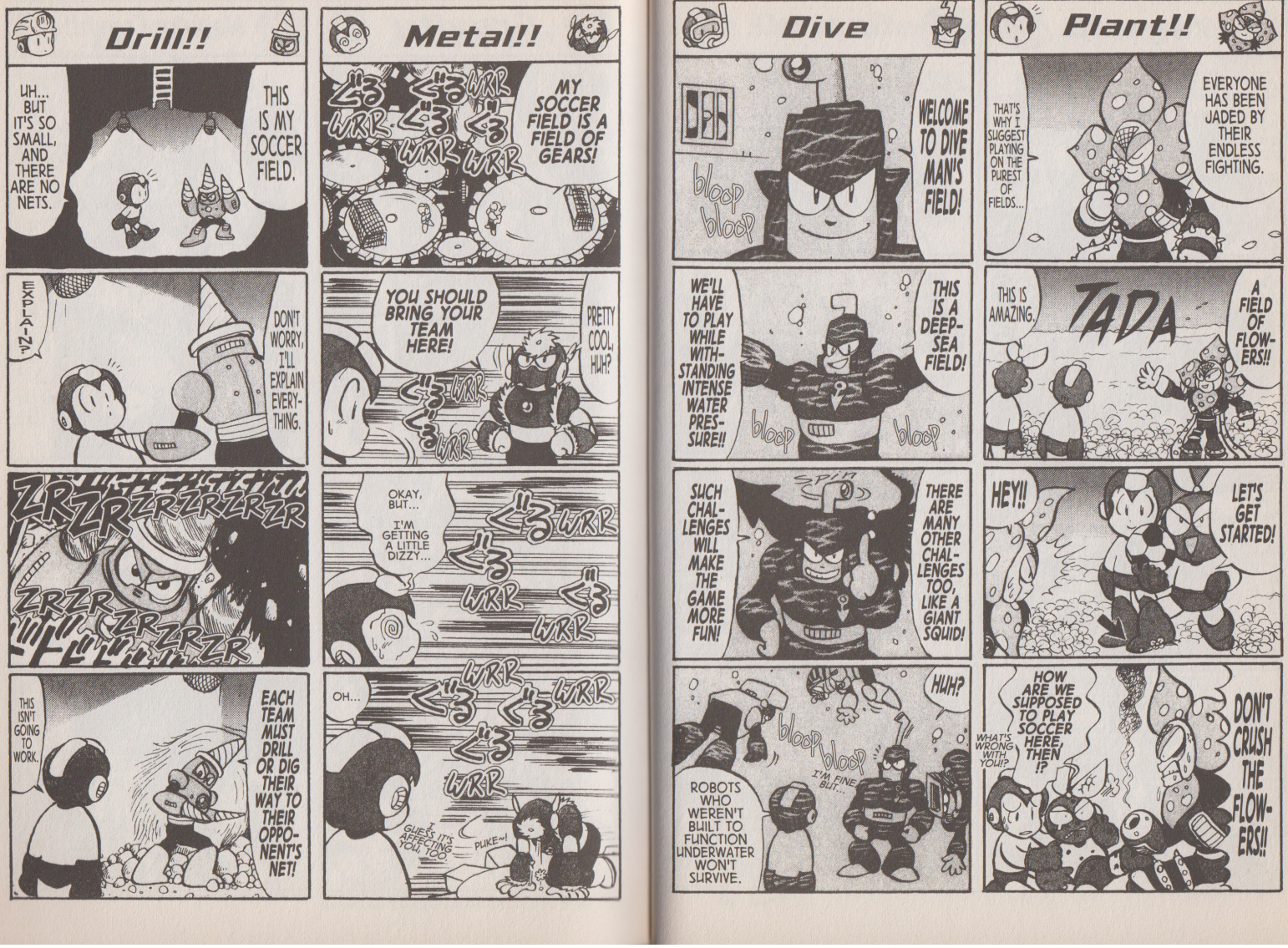


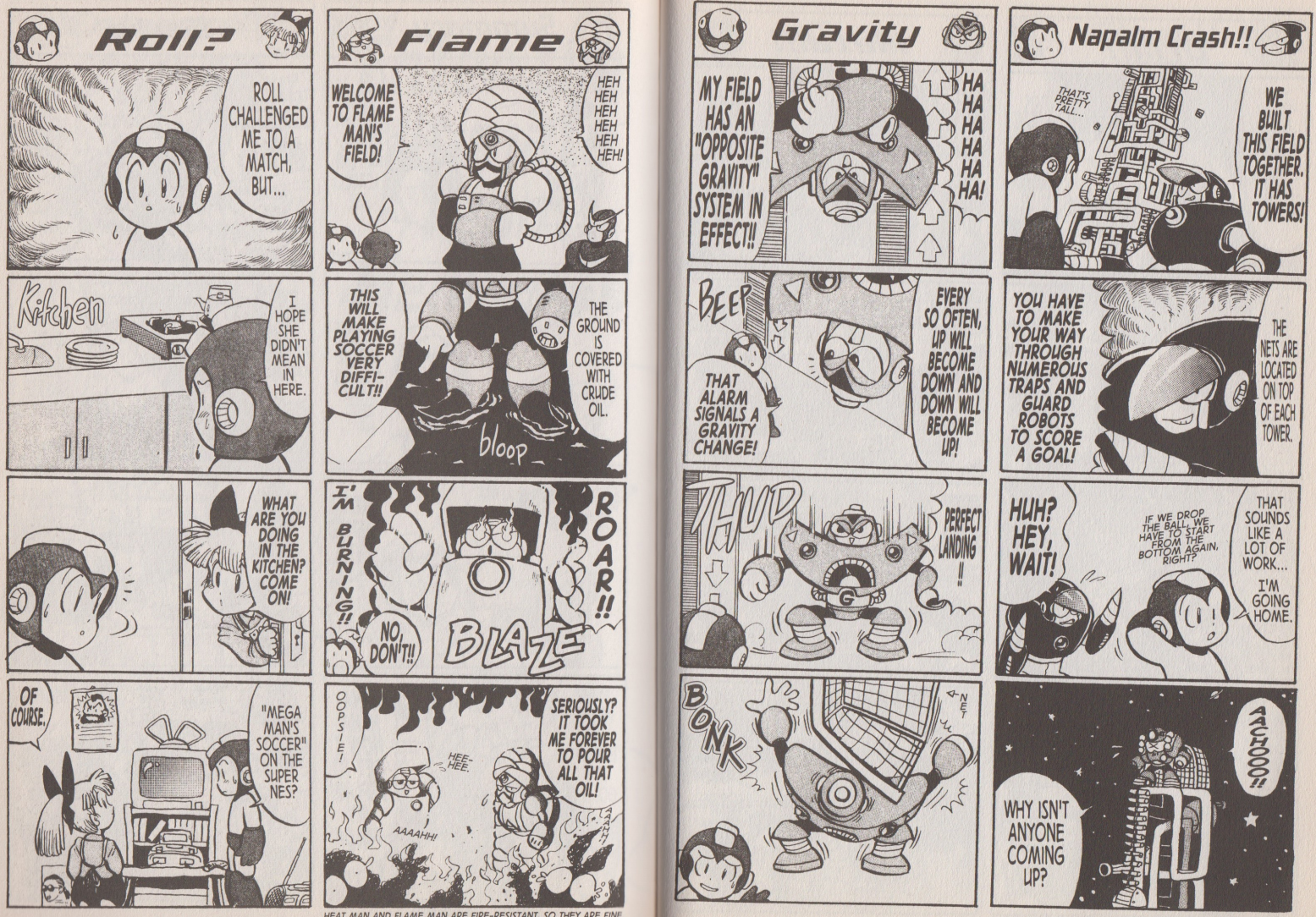

Yamato
OKAY.
I CHALLENGE YOU TO A DUEL ON MY FIELD OF BATTLE.
SHOOT!!
GOAL
THIS FIELD IS WELL-BUILT.
I... I HAVE FAILED.
WAIT, STOP!!
I'LL HELP YOU.
I SHALL DISMANTLE MYSELF TO PRESERVE MY HONOR.


Spark!!
I NEVER ACTUALLY SAID THAT, BUT... LET'S SEE WHAT YOU'VE GOT.
I HEARD YOU'RE LOOKING FOR NEW AND INTERESTING FIELDS TO PLAY SOCCER ON?
YOU HAVE TO MANEUVER YOUR WAY THROUGH VARIOUS TRAPS...
SPIN
MY FIELD IS AWESOME!
SPIN
SPIN
IT WENT IN!
AND WHEN YOU KICK THE BALL INTO THE NET, YOU SET OFF THE SLOTS!
THIS ISN'T A SOCCER FIELD... IT'S A SLOT MACHINE.
DING!
7 7 7
BOUNCE
BOUNCE
IF YOU MATCH UP THREE "7"S, LOTS OF SOCCER BALLS COME OUT!

Shining Star
I WONDER HOW WELL YOU WILL BE ABLE TO CONTROL THE BALL IN THIS ENVIRONMENT.
THIS IS THE STAR FIELD. HERE, THERE IS 90% LESS GRAVITY THAN THERE IS ON EARTH.
WE WON'T KNOW UNTIL WE TRY!
LET'S GET THIS GAME STARTED!!
KIK
GLARE
FOOL! YOU CAN'T KICK THE BALL AS HARD AS USUAL HERE!!
I SEE ...
THERE'S LESS GRAVITY HERE, SO THE BALL WILL FLY FARTHER THAN NORMAL!!
KAWAM


Charge!!
HEY, MEGA MAN! I CHALLENGE YOU TO A GAME ON MY TURF!
HEADS UP!
THE WIND BLEW IT AWAY...
OH...
I SEE THAT NOW.
WE CAN'T PLAY ON TOP OF A TRAIN.
CHAKKA--CHAKKA-CHAKKA!!

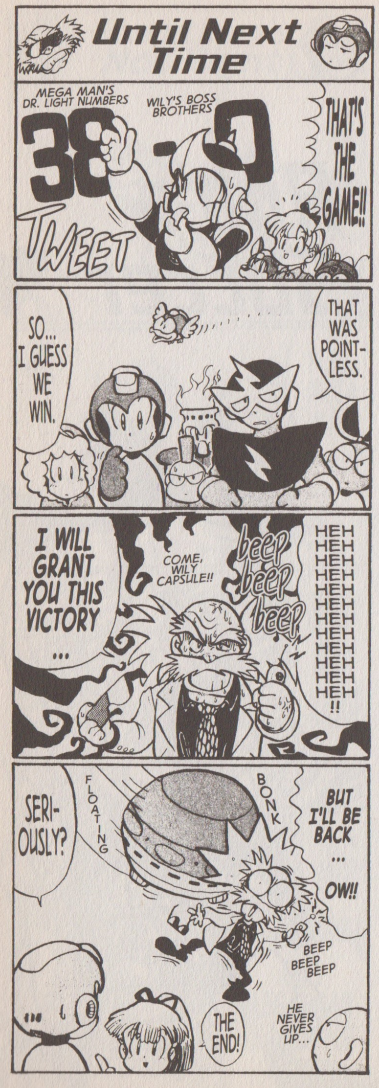

Drill!!
UH... BUT IT'S SO SMALL, AND THERE ARE NO NETS.
THIS IS MY SOCCER FIELD.
EXPLAIN
DON'T WORRY, I'LL EXPLAIN EVERYTHING.
ZR ZR ZR ZR ZR ZR ZR ZR ZR ZR ZR
THIS ISN'T GOING TO WORK.
EACH TEAM MUST DRILL OR DIG THEIR WAY TO THEIR OPPONENT'S NET!
Metal!!
MY SOCCER FIELD IS A FIELD OF GEARS!
WRR
YOU SHOULD BRING YOUR TEAM HERE!
PRETTY COOL, HUH?
OKAY, BUT... I'M GETTING A LITTLE DIZZY...
OH...
I GUESS IT'S AFFECTING YOU, TOO.
PUKE~!
Dive
WELCOME TO DIVE MAN'S FIELD!
bloop bloop
WE'LL HAVE TO PLAY WHILE WITHSTANDING INTENSE WATER PRESSURE!!
THIS IS A DEEP-SEA FIELD!
bloop
SUCH CHALLENGES WILL MAKE THE GAME MORE FUN!
THERE ARE MANY OTHER CHALLENGES TOO, LIKE A GIANT SQUID!
HUH?
I'M FINE BUT...
ROBOTS WHO WEREN'T BUILT TO FUNCTION UNDERWATER WON'T SURVIVE.
Plant!!
THAT'S WHY I SUGGEST PLAYING ON THE PUREST OF FIELDS...
EVERYONE HAS BEEN JADED BY THEIR ENDLESS FIGHTING.
THIS IS AMAZING.
TADA
A FIELD OF FLOWERS!!
HEY!!
LET'S GET STARTED!
WHAT'S WRONG WITH YOU!?
HOW ARE WE SUPPOSED TO PLAY SOCCER HERE, THEN!?
DON'T CRUSH THE FLOWERS!!



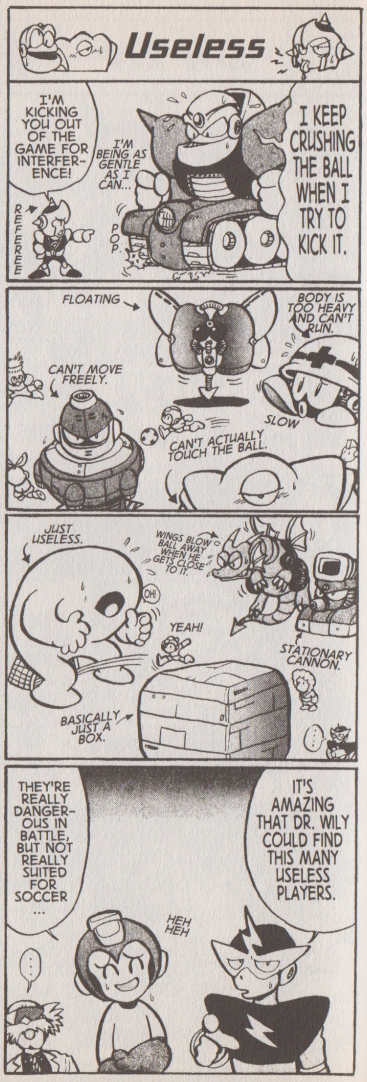
HEAT MAN AND FLAME MAN ARE FIRE-RESISTANT, SO THEY ARE FINE.

Enter the Ultimate Team Members!!

Until Next Time

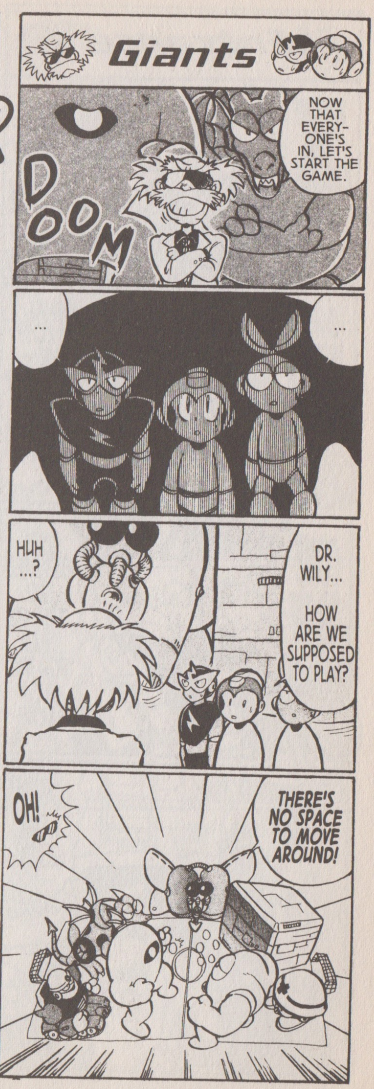


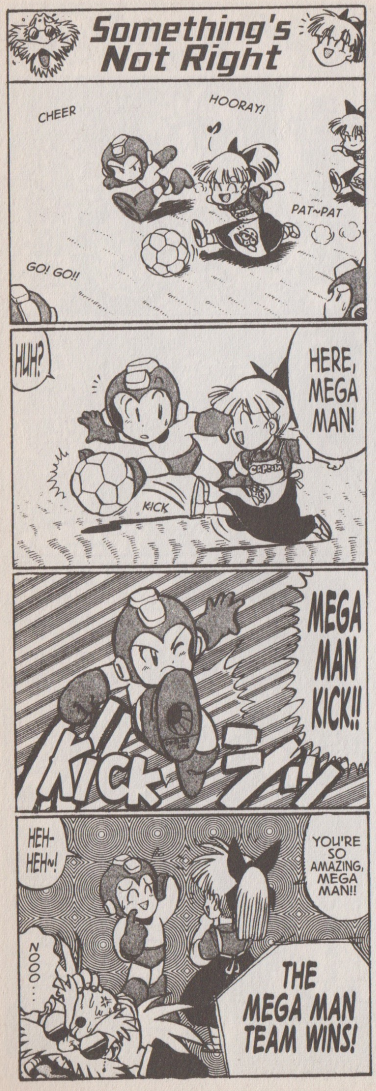
Useless

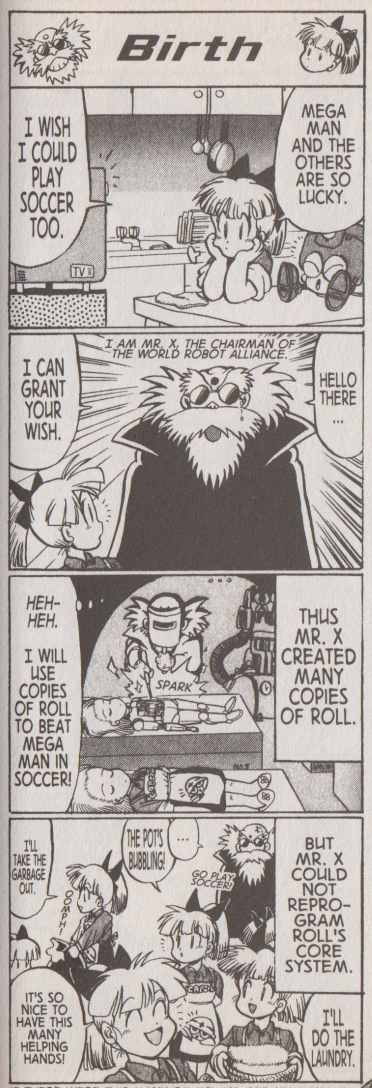


Largest Goalkeeper

Giants

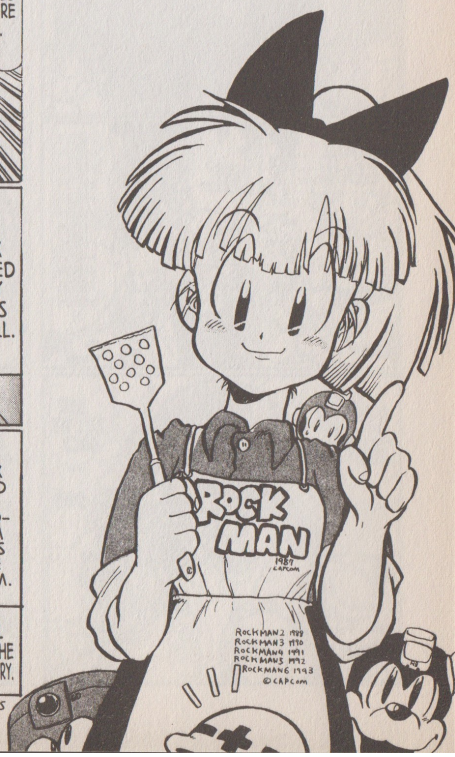






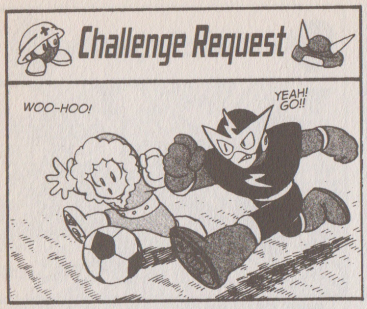
IF THERE WERE THIS MANY OF ME, I'D GET MY MANGAS DRAWN SO MUCH FASTER.

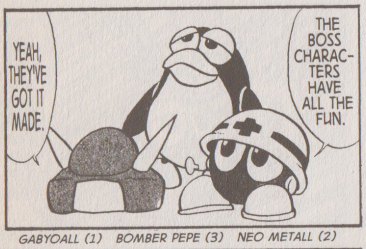
Roll's Soccer ♥



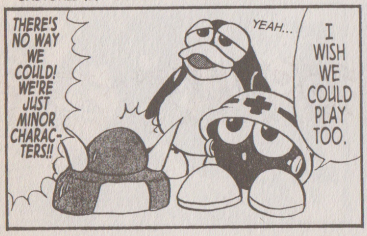
Uh...?
WOOO
HEH-HEH-HEH! ARE YOU READY?
HERE COMES MY SPECIAL KICK!
READY
I DON'T REMEMBER PROGRAMMING HER WITH A SPECIAL KICK...
HUH!?
THE BALL'S OVER HERE...
KITCHEN ASSAULT!!
ROAR!
New Plan
I KNOW...
WHAT WAS I THINKING?! THIS TEAM FULL OF ROLLS IS USELESS...
WHAT!?
WHISPER~ WHISPER~
CAPCOM
HE SAW RIGHT THROUGH MY DISGUISE...
I DIDN'T KNOW YOU WERE INTO THAT SORT OF THING...
UH... QUICK MAN? WHAT ARE YOU DOING?

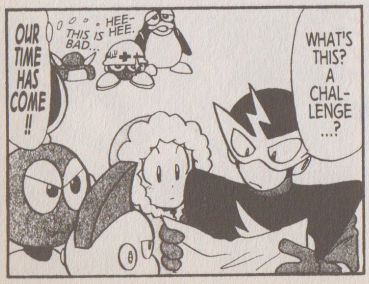
Playing Dirty
I CHALLENGE YOU, MEGA MAN!!
BAM
DUN-DUN
THERE'S NO HOPE FOR MEGA MAN'S TEAM NOW!!
WITH THE EVIL CHIPS INSTALLED, MY ROLL COPIES ARE WILLING TO BREAK ALL THE RULES IN ORDER TO WIN!
KICK OFF!!
MWA-HA-HA!
Tweet
HAND BALL!
MAYBE WE SHOULD FOLLOW SOME OF THE RULES...
LET'S DO THIS! ROAR!!
Path of Evil
I'M GOING TO INSTALL THESE "EVIL CHIPS" INTO MY ROLL COPIES!!
THAT DOES IT! I'M DONE LOSING!
MWA-HA HA HA HA!!
VZZZ VZZZ VZZZ
KLAK
TINK TINK
NOW MY ROLLS WILL BE TOTALLY EVIL!
IT'S WORKING! HA-HA!!
MWA-HA-HA!
WHAT'S WRONG WITH ME? I... I FEEL LIKE DOING SOMETHING BAD...
I'M GOING TO TAKE OUT OUR TRASH WITHOUT SEPARATING THE RECYCLABLES!
HEE-HEE~!
REMEMBER TO RECYCLE!





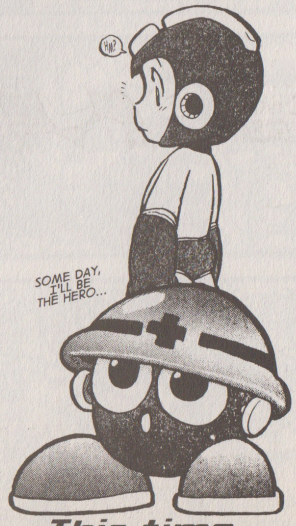
GABYOALL (1) BOMBER PEPE (3) NEO METALL (2)



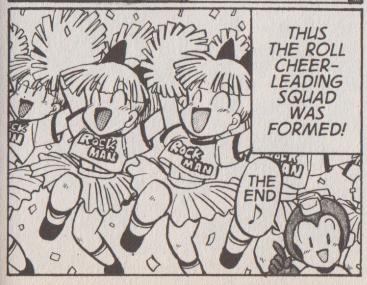


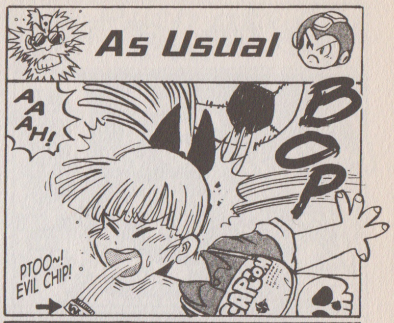
Rise of the Little Guys!!

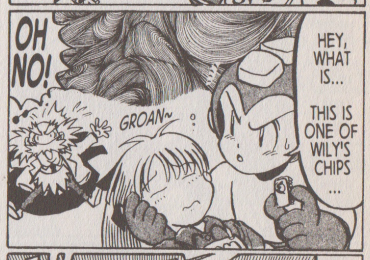
[Go Minor Characters]!!

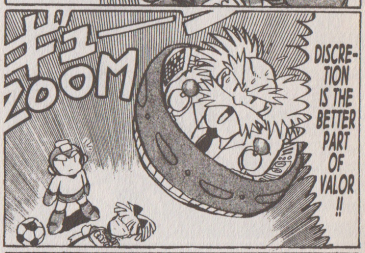


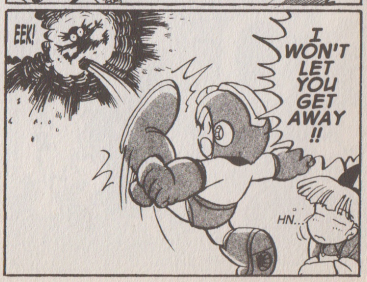
This time, I'm the main character!

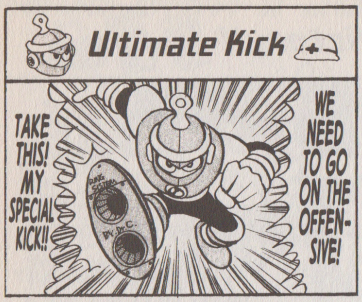


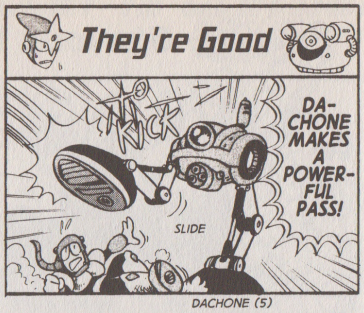




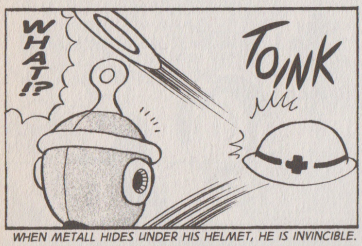




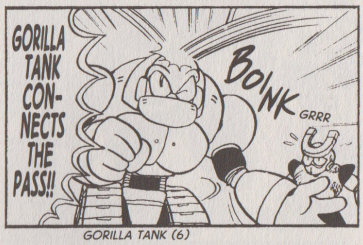




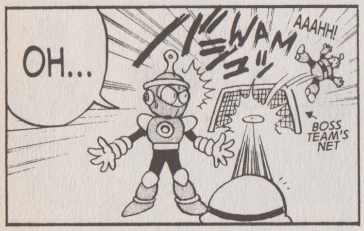
DACHONE (5)

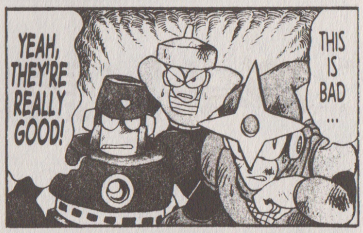


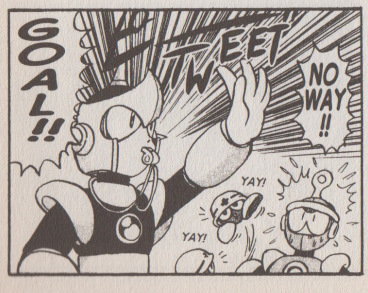
WHEN METALL HIDES UNDER HIS HELMET, HE IS INVINCIBLE.

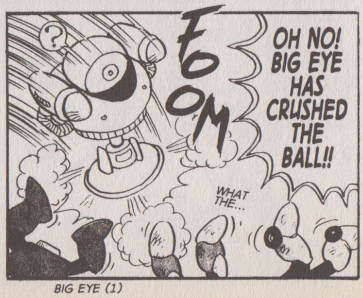


GORILLA TANK (6)



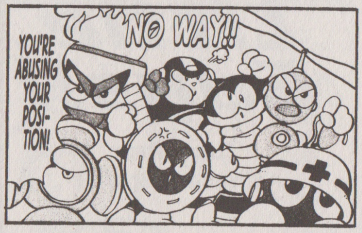


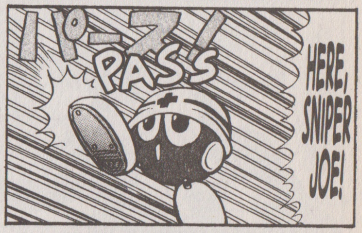


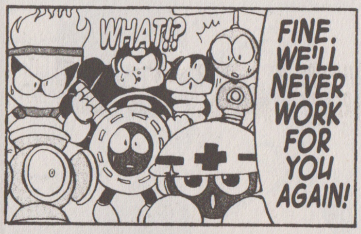


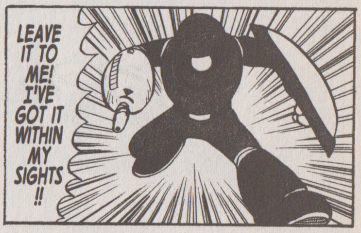
BIG EYE (1)

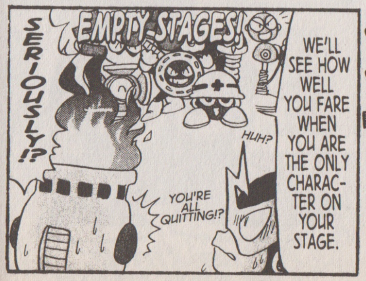
SNIPER JOE (1) AND CRAZY RAZY (1) ABOVE METALL

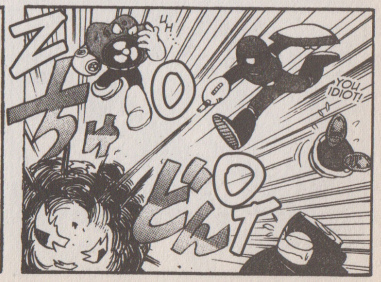






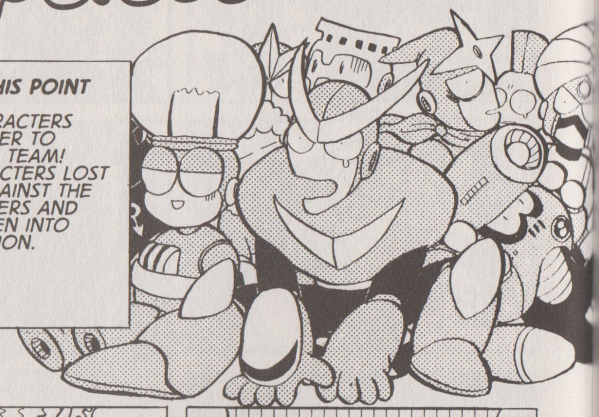






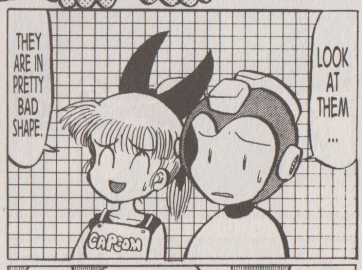
Mega Man's Soccer is Eternal

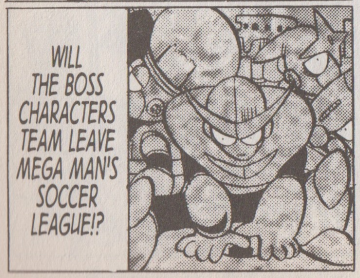
Hopelessness

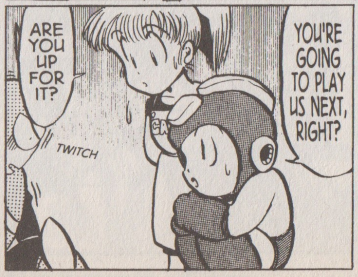


STORY UP TO THIS POINT

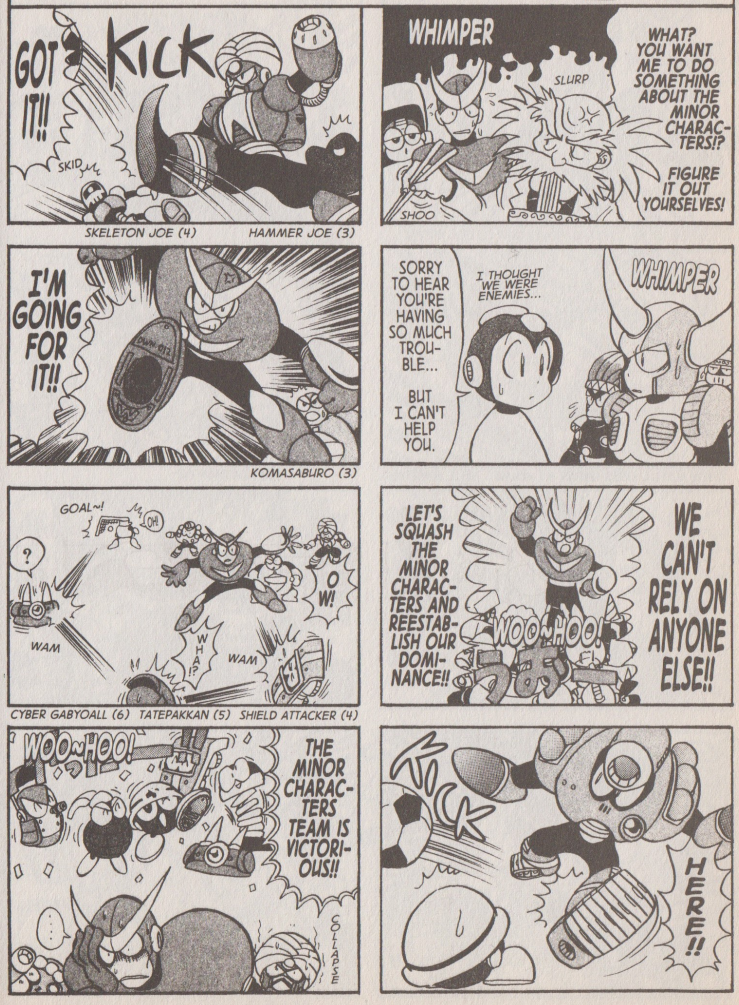
THE MINOR CHARACTERS BANDED TOGETHER TO FORM A SOCCER TEAM! THE BOSS CHARACTERS LOST THEIR MATCH AGAINST THE MINOR CHARACTERS AND HAVE BEEN DRIVEN INTO A DEEP DEPRESSION.

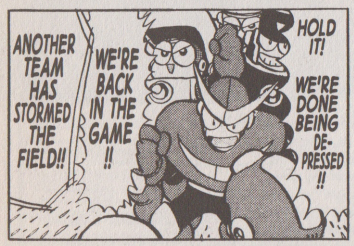


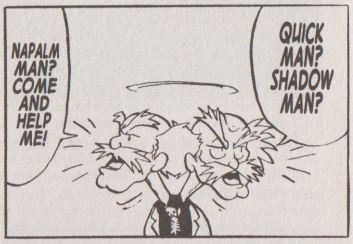


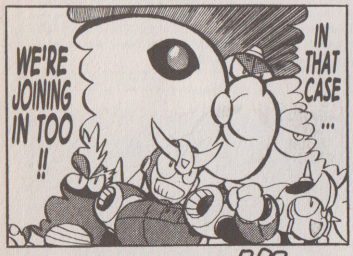


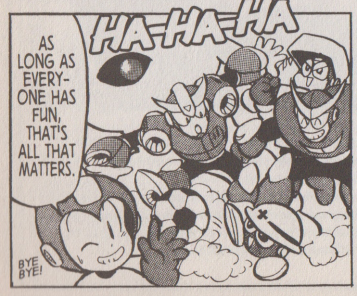
Glorious Victory!!

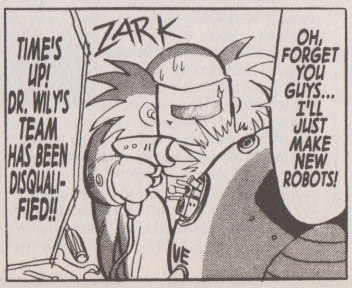




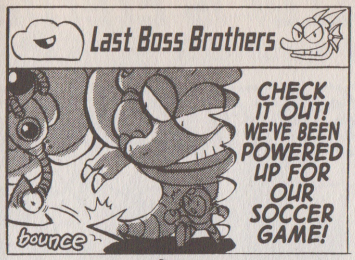


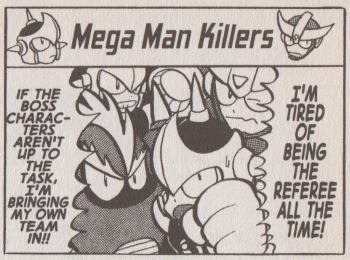


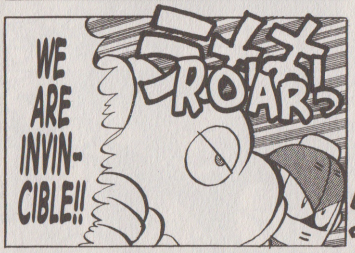


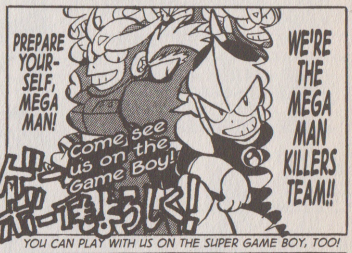


Mega Man's Soccer -Fin-

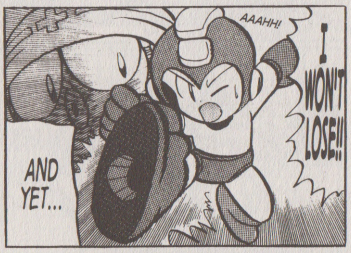


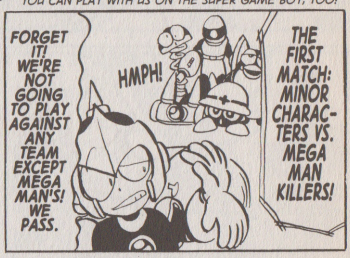


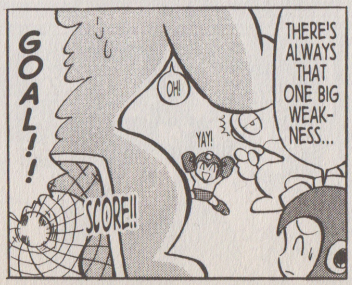


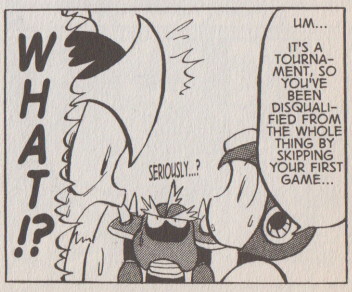


YOU CAN PLAY WITH US ON THE SUPER GAME BOY, TOO!









CREATOR INTERVIEW

(Note, this interview took place in 2003)

Sixteen years have passed since the birth of the "Mega Man" series, but the ever-popular franchise shows no sign of slowing down just yet.

From behind-the-scenes stories from the Nintendo era to development secrets, manga author Hitoshi Ariga's special interview with "Mega Man" creator Keiji Inafune continues from the last volume and delves even deeper this time around...

THE IDENTITY OF "THAT!"

ARIGA: For "Mega Man 1," (abbreviated as "1" for this interview) it was Yellow Devil... (laughs)

INAFUNE: ... and for "Mega Man 2," (abbreviated as "2" for this interview) it was Mecha Dragon! (laughs) Exactly. The thing that really gave us the most trouble in both cases was the prospect of a large character. There are more limitations that we have to work around with large characters. For "1," we had to give Yellow Devil a very simplistic appearance just to make movement a possibility for him.

ARIGA: When I first saw Yellow Devil, the combination of his sheer size with his extremely simple appearance creeped me out quite a bit.

INAFUNE: Well, that's an unexpected bonus. (laughs) So after we struggled so much with Yellow Devil in "1," I was devastated when I found out about Mecha Dragon in "2." I was totally like, "There's no way... there's no way!" The person who was trying to explain Mecha Dragon to me made it sound so simple with phrases like, "Well, his head would move like this... and this part would be like this..." But I knew it wouldn't be that easy in reality.

ARIGA: I don't blame you. The idea of Mecha Dragon must have seemed like an impossibility as far as the NES was concerned. In the end, though, he turned out to be pretty intimidating in the game.

INAFUNE: I'm always up for a challenge and I hate admitting defeat, so before I knew it I heard the words, "We'll do it," coming out of my mouth. (laughs) Still, trying to make all of their requests a reality within the hardware limitations we were facing was no simple task. Of course, it was this severe nature of the challenge that really gave us a sense of great accomplishment when we finally pulled it off. Thinking back on it now, all that effort and the resulting added fun factor within the game made the whole process that much more rewarding. From that experience, I learned that making a game is about using your brain to make the impossible possible. This is why my personal policy about making games states, "You can't make a game without using your head." Even now, working on "Onimusha," (*1) instead of simply relying on the impressive specs, I am constantly thinking about how I can make each scene that much more interesting by incorporating new ideas, special effects, and little tricks. For this purpose, I am always pushing my staff members to challenge themselves and take that extra step beyond what they can produce easily.

FROM "MEGA MAN" TO "MEGA MAN BATTLE NETWORK."

ARIGA: Your stance on those kinds of things definitely shines through in the "Mega Man Battle Network" series (*2, abbreviated as "BN" for this interview) as well. Everything from the overall system to the revamped world view, the fresh dialogue, and even the detailed items all represent your approach to game-making.

INAFUNE: I'm glad you think so. With regards to "BN," I really didn't want the "Mega Man" series to end... but I couldn't just rely on the established popularity of "Mega Man" to pull the weight of another game. That's why I decided to create something that was still "Mega Man," and yet not "Mega Man" at the same time. I started off by thinking about how to get modern kids to take an interest in "Mega Man." I wanted to show them how much fun he could be. My first hurdle was the story. In the original "Mega Man," a bad guy bent on world domination created robots to do his dirty work, and one good robot defeated them one by one... but I wasn't sure such a fantastical approach would appeal to modern kids. In this day and age, I didn't think "a city where a bunch of robots are running amok and making a mess" would fly. To make things harder, the player base for pure action games was slowly shrinking. Of course, there were always some hardcore fans of the genre, though. (laughs)

ARIGA: Yep. I'm one of them. (laughs) I'm a little surprised to hear that there are less of us now.

INAFUNE: This is the kind of world into which I was trying to bring a "Mega Man" that everyone could enjoy. That's how the "BN" system and style came to be. Even during combat, players who were not used to action games could use Battle Chips (*3) to progress through the game. Of course, with it being a "Mega Man" game, I didn't want to lose sight of the fact that it was still an action game at its core.

ARIGA: I really liked the little actions the characters took in their little squares during combat.

INAFUNE: Also, the existence of a "virtual world" granted us the freedom to let the robots go wild.

KEIJI INAFUNE

The man responsible for everything "Mega Man," starting with the original game all the way up to the more recent "Mega Man Battle Network 3." Keiji was also involved with the "Onimusha" series. He also acts as the Executive Officer of one of Capcom's Research and Development teams.

PLEASE NOTE: While the games referenced are listed by their American names, the listed dates are their Japanese release dates.

*1: The "Onimusha" civil war survival action game was a major hit. It was released in January 2001.

*2: "Mega Man Battle Network" was released in November 2001.

*3: An item used in the "Battle Network" series.

*4: "Mega Man Legends" was released in December 1997.

*5: A spin-off of the "Legends" series, released in July 1999.

*6: "Mega Man 7" was released in March 1995.

ARIGA: I think you did a great job incorporating different concepts into the game. I think the world of "BN" is totally believable as an extension of the real world, especially with it using the Internet as a stage...

INAFUNE: That's exactly what I was going for. That reminds me... with "Mega Man X," the main point of the story was the computer virus Sigma that would corrupt robots and turn them into dangerous Mavericks. Can you imagine? We came up with the idea of a computer virus in that day and age! We were way ahead of the times. I remember saying, "We totally called it!" (laughs)

ARIGA: "Mega Man" started back in 1987, which is well over 15 years ago. That was followed by "X" in 1993. So from a fan perspective, I feel like the hero of the 80s was "Mega Man," and the hero of the 90s was "X." Now, the new hero of 2000 is "MegaMan. EXE." Of course, there's that random hero "MegaMan Volnutt" (*4, the hero of the "Mega Man Legends" series, referred to as "Legends" for this interview) that was tossed in there somewhere... (laughs) All joking aside, I really liked "Legends" too.

INAFUNE: I quite liked "Legends" as well. There hasn't been much progress on that front, but I'm waiting for the right opportunity to bring it back into the spotlight. From a business perspective, "Legends" actually put us into the red. (laughs) Very few of my titles ever went into the red, but the three "Legends" titles somehow managed to do so. That's not to say that they didn't sell well enough... we just didn't recoup our development costs.

ARIGA: Does that include "The Misadventures of Tron Bonne?" (*5)

INAFUNE: Yes. Considering that the "Mega Man" series has sold 16 million copies overall, "The Misadventures of Tron Bonne" definitely stood out in a bad way. (laughs)

ARIGA: I can't imagine why. It was a good, solid game with charming characters and an interesting story.

INAFUNE: The title itself and the various characters all have a respectable fan following, and the game reviews weren't bad either. It was probably just a result of different variables like the timing of its release, among other things.

ARIGA: That must be it. I mean, for there to be a game that focuses entirely on the "villains" as the main characters, the fans must have liked the characters and game world quite a bit. Honestly, the whole "Legends" series was really fun.

INAFUNE: That's why I'm hoping the time will eventually come when it can make a comeback. Even if someone else approached us about doing something with it, I wouldn't let them! (laughs)

■ WHO IS AUTO?

ARIGA: There's one thing that I've always wanted to ask you... who is Auto? He's such a mysterious character, and no matter how many times I go over the games' instruction manuals or guides, I can't seem to find any solid information on his origins.

INAFUNE: I think it was when we put out "Mega Man 6"...? We wanted some way to differentiate between the "X" series and the "Mega Man" series, and came up with the idea of taking one into a comical direction while the other went in a more serious direction. That being said, we couldn't have Mega Man being silly and saying random, crazy things, so that's when we created the character known as Auto. As for his official in-game background story...

ARIGA: The only bits of information I found stated that he "considers himself Dr. Light's first real apprentice," and that he is "a live-in assistant." I couldn't find anything that suggests he was created by Dr. Light, so I always wondered who created him and for what purpose.

INAFUNE: Really? That's strange... maybe we hadn't officially established any history for him? Now that I think about it, though, Auto was one of my own designs! (laughs) I recall how I was running on fumes while drawing him and trying to finish up "Mega Man 7" (*6, abbreviated as "7" for this interview) at the same time.

HITOSHI ARIGA

On his road to becoming a manga artist, Hitoshi worked on game guidebooks, as well as graphics and designs for console games. He is best known for "The Big O" (Kodansha). Hitoshi's favorite food is Indian curry.

ARIGA: Wasn't "7" the one where you had an insanely tight schedule?

INAFUNE: Yes. We only got three months. We were told to "Get on it!" so we had to shove our poor development team, who had just finished work on other software by the way, into a tiny room and refuse to let them go home until it was done. To make matters worse, the room we were in didn't have any windows, so there was no ventilation. (laughs)

ARIGA: That's terrible!

INAFUNE: One day, some professionals were called in to check the quality of our air. You should have heard the sound they made when they walked into our room. (laughs) They were like, "You people can't work in here! You'll die!!" (laughs)

ARIGA: I remember hearing rumors that the "X2" team was called back in from their time off to work on "7."

INAFUNE: It's all true. (laughs) It really was a crazy schedule, but we pulled it off somehow.

ARIGA: The luxurious work environment must have made it all possible. (laughs)

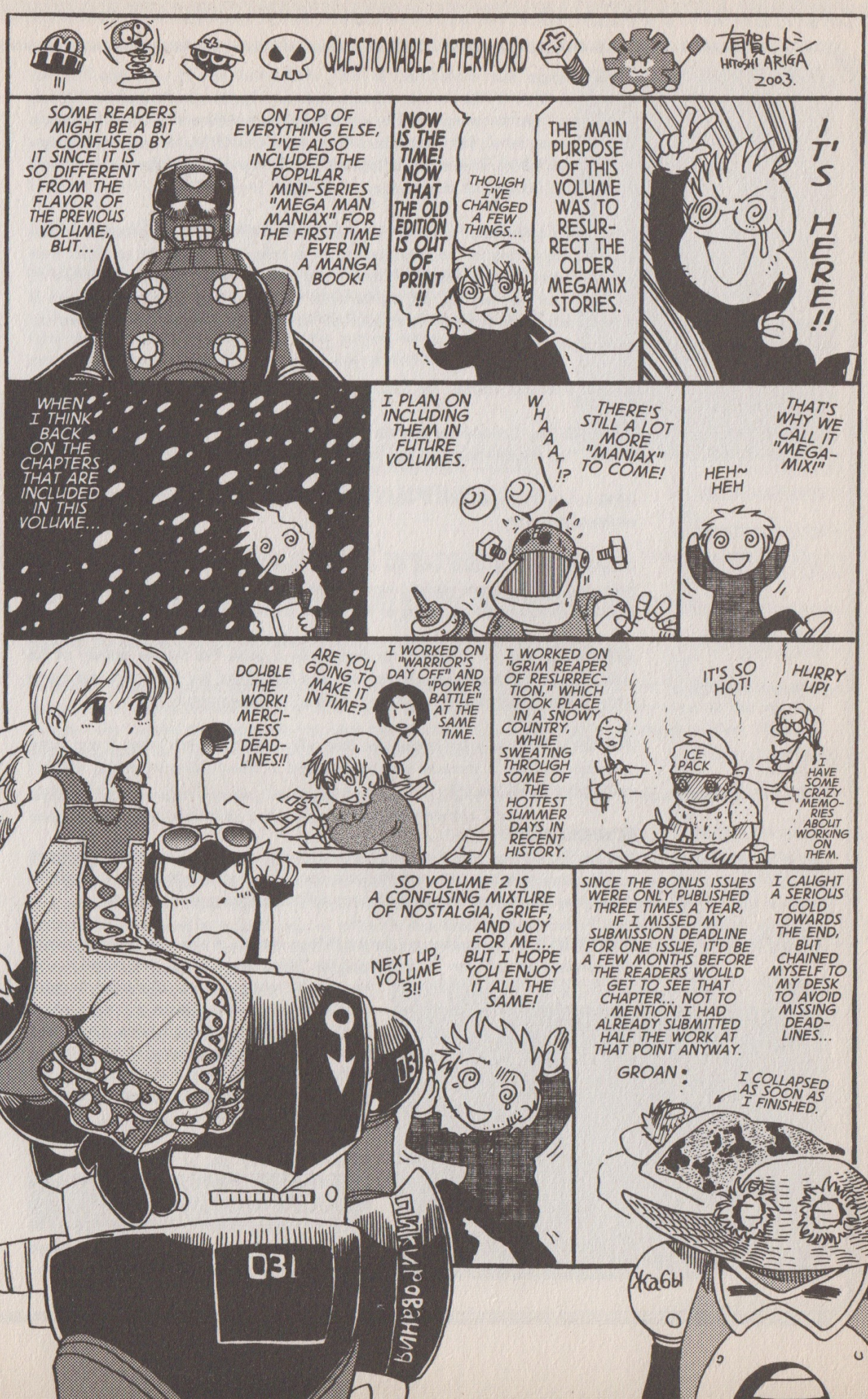
INAFUNE: If by "luxurious work environment" you mean "tiny, stagnant room," then yes. (laughs) In some ways, though, it was kind of fun working in an environment like that. Sometimes, I felt like I was at camp. The only time people were allowed to return home was when they needed to do their laundry and change clothes. We would eat, sleep, wake, rest, and work in that one tiny little room. (laughs)

ARIGA: The somewhat unsettling messages that would appear when we got new weapons in-game must have been a by-product of working under such unique circumstances. (laughs)

INAFUNE: Despite the less than desirable situation, I think we were really blessed with a good team of people who were there because they wanted to be. They did their best to squeeze in all of our ideas within the strict time constraints, and made sure to fix anything that wasn't living up to our standards. There wasn't a single person who even tried to suggest that we settle for less than our best, even if doing it right meant staying in that nightmare room until the bitter end. I have to admit, the room was filled with man-stench by the time we crawled out of there. (laughs) Hmm... maybe when I resume work on "Legends," I should set up a similar room? (laughs) Well, regardless of the environment we choose, I definitely intend to resurrect "Legends" some day.

ARIGA: Do you have any other such stories of valor and suffering with regards to game development?

TO BE CONTINUED IN MEGA MAN MEGAMIX VOL. 3


QUESTIONABLE AFTERWORD
有賀ヒトシ
HITOSHI ARIGA
2003.
SOME READERS MIGHT BE A BIT CONFUSED BY IT SINCE IT IS SO DIFFERENT FROM THE FLAVOR OF THE PREVIOUS VOLUME, BUT...
ON TOP OF EVERYTHING ELSE, I'VE ALSO INCLUDED THE POPULAR MINI-SERIES "MEGA MAN MANIAX" FOR THE FIRST TIME EVER IN A MANGA BOOK!
NOW IS THE TIME! NOW THAT THE OLD EDITION IS OUT OF PRINT !!
THOUGH I'VE CHANGED A FEW THINGS...
THE MAIN PURPOSE OF THIS VOLUME WAS TO RESURRECT THE OLDER MEGAMIX STORIES.
IT'S HERE!!
WHEN I THINK BACK ON THE CHAPTERS THAT ARE INCLUDED IN THIS VOLUME...
I PLAN ON INCLUDING THEM IN FUTURE VOLUMES.
WHAAAT!?
THERE'S STILL A LOT MORE "MANIAX" TO COME!
HEH~ HEH
THAT'S WHY WE CALL IT "MEGA-MIX!"
DOUBLE THE WORK! MERCILESS DEADLINES!!
ARE YOU GOING TO MAKE IT IN TIME?
I WORKED ON "WARRIOR'S DAY OFF" AND "POWER BATTLE" AT THE SAME TIME.
I WORKED ON "GRIM REAPER OF RESURRECTION," WHICH TOOK PLACE IN A SNOWY COUNTRY, WHILE SWEATING THROUGH SOME OF THE HOTTEST SUMMER DAYS IN RECENT HISTORY.
IT'S SO HOT!
HURRY UP!
ICE PACK
I HAVE SOME CRAZY MEMORIES ABOUT WORKING ON THEM.
SO VOLUME 2 IS A CONFUSING MIXTURE OF NOSTALGIA, GRIEF, AND JOY FOR ME... BUT I HOPE YOU ENJOY IT ALL THE SAME!
NEXT UP, VOLUME 3!!
SINCE THE BONUS ISSUES WERE ONLY PUBLISHED THREE TIMES A YEAR, IF I MISSED MY SUBMISSION DEADLINE FOR ONE ISSUE, IT'D BE A FEW MONTHS BEFORE THE READERS WOULD GET TO SEE THAT CHAPTER... NOT TO MENTION I HAD ALREADY SUBMITTED HALF THE WORK AT THAT POINT ANYWAY.
I CAUGHT A SERIOUS COLD TOWARDS THE END, BUT CHAINED MYSELF TO MY DESK TO AVOID MISSING DEADLINES...
GROAN...
I COLLAPSED AS SOON AS I FINISHED.
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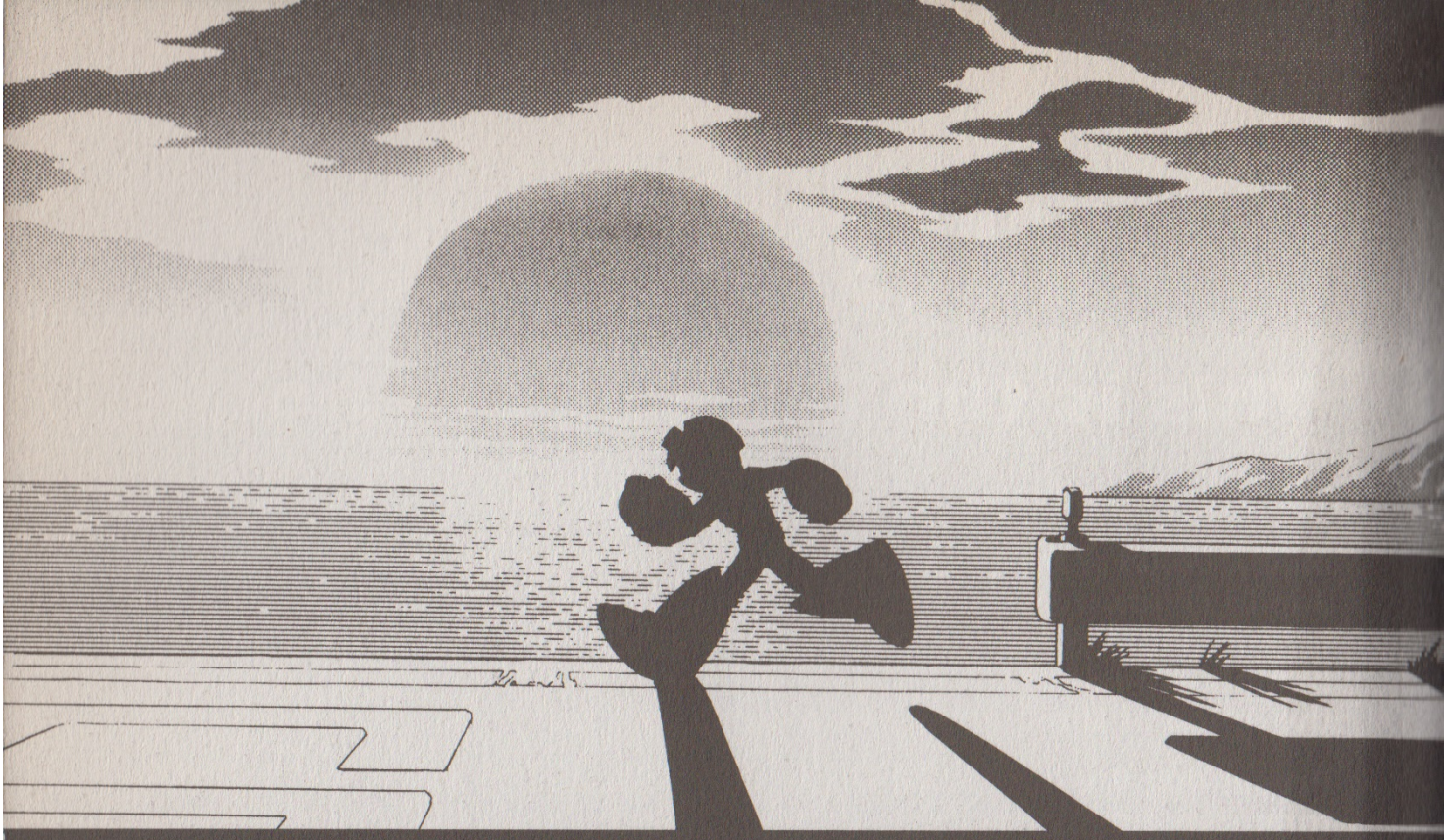

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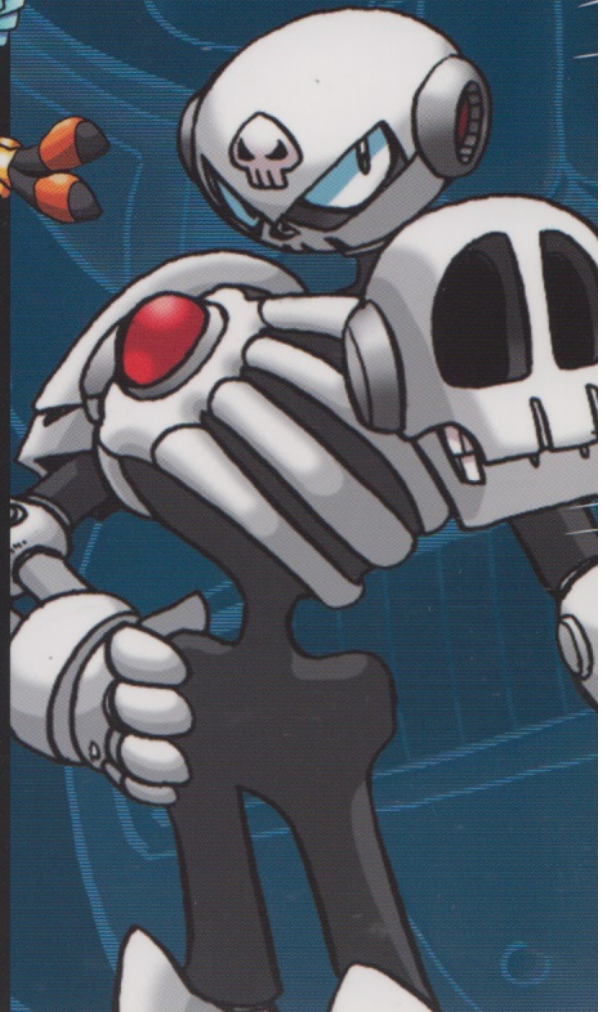

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